

FEBRUARY 1988

£1.10

NOT FOR AMIGA GAMES

COMMODORE USER

ISSUE 11 • NPL 5.75 • PCOM 5.50

**WE NAIL
PREDATOR
EXCLUSIVE**

**PLAY TO WIN
NEBULUS-HUNTER'S MOON**

**REVIEWED-RASTAN SAGA · PLATOON
SUB BATTLE SIM-GAUNTLET 2
DOUBLE DRAGON-COIN-OP MAPPED**

24 PAGE AMIGA PULL-OUT SPECIAL

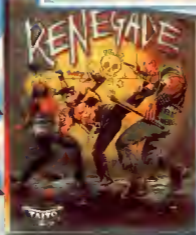
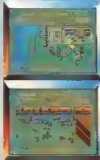


ALL GAMES AVAILABLE FOR:
SPECTRUM £14.95 • DORE £14.95 • AMSTRAD
7.95 ea. 8.95 ea. 8.95 ea.
CASSETTE



the Warrior King.
The latest hit coin-op from Taito.
Lands that produce men of
legend, dragon slayers, lie in his shadow -
guardians of evil fear his fire spewing sword,
the axe he wields as swift as lightning. State of the art programming
makes a true simulation of the Arcade hit for your home micro. Enjoy superb
graphics and realistic action as RASTAN takes on a world of dangers - magical
wizards, fire-breathing lions, bats, snakes, skeletons and finally the living dead
Is it more than you can handle?

CHAYN



In the knife edge
world of the vigilante there
is no place to rest, no time to
think - but look sharp - there is
always time to die! From the city
subways to the gangland ghettos you
will always encounter the disciples of evil
whose mission it is to exterminate the only
man on earth who dares to throw down the
gauntlet in their path - the Renegade. A
breathtaking conversion of the arcade hit by
Taito now for your home computer. With all
the original play features.
PLAY RENEGADE PLAY MEAN!

ALL GAMES AVAILABLE FOR:
COMMODORE SPECTRUM & AMSTRAD
12.95 ea. 14.95 ea.
DISK

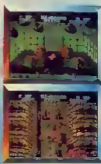
ARCADE

More arcade magic from the SNK label. Psycho soldier is tipped for the top as her thirst for action and adventure takes her to even more strange worlds.



PRISING

Having survived the blood-sucking monsters of the first phase, you progress on to the actual Road itself.
This is where the fun really begins. You will meet vampires, two and three headed monsters - the head will fly at you on its own, just when you think you are gaining the upper hand.
Collect icons to build up the firepower necessary to fight off your aggressors.
Action and excitement all the way with this macabre and unusual game, which has that elusive extra something to keep you coming back for more.



...the name
of the game

Imagine is a registered trademark

MANCHESTER · M2 5NS · PHONE 061 834 3939 · TELEX 669977



"Octapolis is quite simply awesome. Graphics like you've never seen before, a soundtrack you won't believe. Rush out and get it before you do anything else!"

Computer and Video Games Hit



"One hell of a blast... an approach to slow graphics are excellent, addictive and very playable. dual viewpoints stretch the reactions and concentration to new limits."

Rating: 86% Zap 66

CASSETTE
£9.95



DISKETTE
£12.95

CONTENTS



▲ Arnold gets to grips with the Predator

ED'S
BIT
ON
THE
SIDE

FEBRUARY

SPECIALS

22 PREDATOR NAILED

An exclusive first review of Activision's big film licence. Watch Arnold flex his biceps! Gasp at the feverish graphics! Swoon as Gary Penn's precal

53 AMIGA EXTRA

We kick off the new year with a bumper supplement on the wundermaschine. It's packed with news, previews and reviews. Pull it out and treasure it forever!

97 PLAY TO WIN

Gary Penn bursts into mapping and tipping action with the definitive guide on *Nebulus* and signs up Martin Walker for his very own tips on *Hunter's Moon*.

114 DOUBLE DRAGON

Ferdy Hamilton gets to grips with the beefiest beat 'em up of the lot. It's the first of many coin op maps we're going to bring you this year.

120 SILVER SCREEN SCENE

The first in an occasional series of film reviews.

6 BUZZ

14 CHARTS

88 LETTERS

91 ADVENTURE

107 RESULTS

108 ARCADES

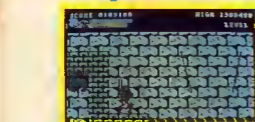
119 TOMMY'S TIPS



▲ Platoon



▲ Xybots—arcades



▲ Double Dragon mopped

Well met y'all, a hip happy New Year and all that seasonal guff. I'm well chuffed to bring you the first issue of 1988 and my first issue as Big Ed with another in a series of feb-free gifts. I'm sorry though that it should involve you paying more. We've had to raise the price due to increased costs. You'll all no doubt have ripped your pokercards off the front cover already in eager anticipation of some hacking, but before you go typing in that Wizball chest please note the printing error. The code is split: *Wizbors* with one zed. Phew! Good job we spotted that. All right don't let me keep you from the job any longer. We think it beats the hell out of everything else. And it's going to get better with the addition of Gary Penn to the post of Dep Ed. Just watch us go...

SCREEN SCENE

- 17 Guntlet II
- 18 Platoon
- 32 World Tour Golf

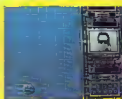


▲ Guntlet II

- 28 Galactic Games
- 30 Bangkok Knights
- 32 Rastan Saga
- 37 Masters of the Universe
- 38 Nightmare
- 40 Slaine
- 45 Defektor



- 47 RISK
- 49 Hunter's Moon
- 72 Bleck Shadow
- 75 Sub Battle Simulator
- 76 I, Ball II
- 78 Rainbow Dragon
- 79 MASK II



▲ Xenon
▲ Rastan Saga

- 80 Psycho Soldier
- 82 Morpheus
- 84 Sidewalk
- 85 Andy Capp

Editor — Mike Pallenden, Deputy Editor — Gary Penn, Staff Writer — Nick Kobby, Designer — Elaine Bishop, Advertising Manager — Mark Scriven, Advertising Executive — Sam Jones, Copy Control — Angela Smart, Publisher — Terry Pratt, Editor-in-Chief — Ed. 81-251 6222, Back Issues — EMAP Frontline Limited, 1 Lincoln Court, Lincoln Road, Peterborough PE1 2NP Tel: 0723 555181, Subscriptions — PO Box 500, Leicester LE29 5AA Tel: 0535 85567, Annual Subs. (UK) £18 Europe — £24, World — £38. Registered Office: Priory Court 20-22 Farringdon Lane, London EC1R 3AU US 0885-721X.

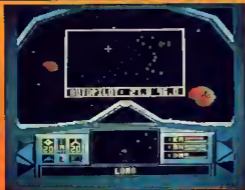
Cover Illustration — Brian Selva.

64,806
Jan-Jun 1987



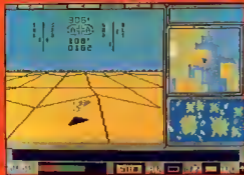
Approved by the
British Board of
Film Classification

BUZZ



SKYFOX II

Nooooowwwww! No, that wasn't the first month of '88 going by, that was a Warpwarrior hurtling about the galaxy in his brand new Skyfox II warfighter. Yup, it's Electronic Art's follow-up to Skyfox, entitled, with startling originality, Skyfox II. The battle against those cads the Xenomorphs continues in the not very sunny climes of the Cygnus constellation. Your warfighter is laden with neutron disruptors, photon pulse bombs and anti-matter mines to assist you in your mission. With, so we're told, enhanced graphic animation, better sounds, faster action and over fifty starbases to take on, Skyfox II will be breaking light barriers near you soon.



ATF

Although ATF is based upon a real live Lockheed warplane, Digital Integration have decided against launching it as a pure flight sim. No, this latest Dig. Int. offering is a roarin' tactin' arcade-style thingie in which you zoom over a 3-D landscape, planning missions and taking on a formidable array of military targets and units with the help of your trusty advanced on-board terrain-following computer. You choose your mission, then attempt to carry it out. Keep running successful missions and you'll force the enemy to surrender. Fail, even once, and you need lose the war.

ROY OF THE ROVERS

Nope, it shore ain't easy bein' a pore defenceless lil' ol' football club in these hard times. It was bad enough when Watford found themselves being tossed about between Elton John, newspaper boss Robert Maxwell and porro king Paul Raymond. But Manchester Rovers being bought up and bulldozed by a heartless developer??? It's all too much to take for player-manager comic strip star Roy Rice. And, as if he didn't have problems already, the special Rovers selection picked to play in a celebrity five-a-side match organised to save the club have all been kidnapped with just hours to go before kick-off. You're Roy, by the way, and you've got to wander Manchester's mean streets trying to rescue as many of your team-mates as possible, thus giving you the greatest chance of success in the match, which you've got to win if the Rovers are to survive.



IO

March should see the release of io, a truly fab-looking horizontally-scrolling shoot 'em up in the R-Type mold programmed by Douglas Hare and Bob Stevenson. Students of the wacky world of computer games will be intrigued to hear that this very game was originally mooted for release by Thalamus under the name of Starline, but through some strange set of circumstances io is now being brought out by Firebird Gold. Whoever's doing the selling, the goods (uch like the real thing, with waves of assorted monsters, sub-aquatic craft and seaworms) besetting your onscreen character and plenty of extra weaponry and shields scattered about waiting to be picked up. We can't wait.





SINBAD

No doubt you sometimes despair of these weary, cynical and angst-ridden times. No doubt you occasionally get a hankering for a return to a more noble age, when men were adventurers and rescuing beautiful princesses was considered a fair and reasonable way to spend your days. Take Sinbad, for instance. Imagine if he'd lived in the YTS era. Would he still have those epic seafaring quests battling pirates, genie and black princess in order to save a lady in distress? Of course not, he'd be too busy earning his £27 per week, sharpening pencils and delivering telexes, to think of embarking upon mystical quests. Well, anyhow those good folk up at Microsoft have decided to brighten up our lives by releasing *Sinbad* — the computer game, a (and we quote) "unique blend of role playing and strategy combined with dazzling arcade-style sequences". But can a mere 64 game ever hope to transport us back to more heroic times? We're not sure, but it's worth a try.

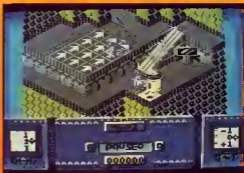


DAN DARE II

It's been well over a year since Virgin brought out the really quite spiffing *Dan Dare*, which, if our memory serves us correctly (it does — Ed.) was a CU screen star. Well, since then it seems that the fastidious Nelson's been cloning a genetically-engineered breed of Super-Treans. He's loaded them into a four starry spaceship which — unless he's stopped — will be launched at Earth. Dan's mission is to board the ship and destroy the Super-Treans' capsules housed on each of the four levels. The Treans, and the Nelson himself, will be doing their utmost to halt Dan and his small band of comrades. As a special treat, there's an option whereby you can play The Nelson himself, which according to Virgin, is an even harder job than Dan's one of merely having to save civilisation as we know it, and even more fun.

MAGNETRON

Magnetron was one of the two Graftgold games (the other being *Morpheus*) that Newson and Telecomsoft recently had a huge *iff* over. Well, as all of you who read Buzz thoroughly know, Telecomsoft won and here — ta-rant-ta-raaaa — is Steve Turner's game. In *Magnetron* you play KLP2, a small squat droid thingy who finds himself transported from his native Quazator to the space platforms which orbit the planet Quartzia. His mission is to locate and shut down some nasty reactor thingies scattered about the 3-D landscape in which he finds himself. There are a stack of different nasty droids (16 types in all) trying to foil him in his task. KLP2 can use saets from his vanquished foes to add to his power and weaponry. Of course there's a lot more to *Magnetron* than just this — and soon you'll have a chance to see for yo'selves.

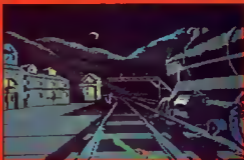


THE TRAIN: ESCAPE TO NORMANDY

In Electronic Arts' newie *The Train: Escape to Normandy* you take on the role of French Resistance fighter Pierre La Feu, as you command an armoured train and attempt to bring it — and its priceless collection of French art treasure — through the German lines to safety at Riviere in Normandy. Aided only by your injured comrade La Duc, you've got to stoke the fire, set

the switches, keep the correct boiler pressure and generally do everything necessary to keep yourselves on the tracks. You'll also have to fight off ambushers, enemy planes, artillery and gunboats using your mounted machine guns and 50mm cannons. Your chance to try your hand at this unusual sim will be relying up soon.

BUZZ



STOP PLAY GAMES. SK OR DIE!



© 1993 Electronic Arts

SKATE OR DIE



Forget about games. Learn about events. Events are about competition. The Pool Joust, Downhill Race, Freestyle Ramp, High Jump and the Downhill Jam. Play alone, with a friend or pit your skills against Lester. Skate or die - it may be fun but its serious.

SMOKIN' THE HALF PIPE

Flare down the ramp and fly up the other side. Lose on the edge where you go for rock 'n' roll, hand plants (shown here), leg plants, risers (even methods). Get airtime for 720s, ollies, front & backside 180s, and twists.



SKATE & DESTROY

Karate chop your way down the blockiest alley in the neighborhood. Smash up train cars, buses, fences, and the other guy. Real skaters ring off the cap car.



UNLEASH THE POWER OF YOUR IMAGINATION

Electronic Arts software is available in a wide range of home computers including Comshare's C34, Comshare Amiga, Atari 55, IBM Spectrum and Amstrad. Not all titles are available on every machine listed. Electronic Arts products are available from good software retailers and wherever you see the logo.

ELECTRONIC ARTS
AUTHORED DESIGNER

For a full brochure describing the complete range of information on your nearest market, write to: Electronic Arts, 11-43 Studios Rd., Los Angeles, California 91342 GYM. Call our Customer Services Dept. on 0153 48485.

ELECTRONIC ARTS

NINJA IN NEW YORK

System 3 are currently working on a follow-up to their hugely successful game, *The Last Ninja*.

Ninja II will be set in the present day and will feature the same eternal champion of good as its predecessor. The game will find our dark clad hero continuing his fight against the evil Shogun. Apparently, Shogun has been reincarnated in 1988 as the leader of New York's most powerful Tong, and Ninja has travelled through time to take on his old foe.

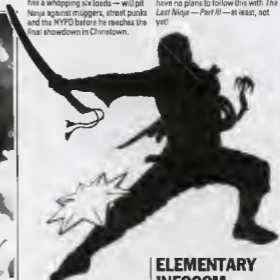
The game—which once again has a whopping six loads—will pit Ninja against muggers, street punks and the NYPD before he reaches the final showdown in Chinatown.

According to System 3's Tim Best, the company "listened to all the comments that game players made to us after *The Last Ninja*—which literally ran into hundreds before sitting down to write *Ninja II*".

Among other refinements, the sequel will feature even more detailed graphics, a scoring system and a time limit within which Ninja has to complete his mission.

With a provisional release date in late April, *Ninja II* promises to cause as big a ripple as its predecessor. Buzz understands that System 3 have no plans to follow this with *The Last Ninja—Part III*—at least, not yet!

BUZZ



THE WRIGHT STUFF

It had to happen: first there was *Spycatcher*, the book, ex-MI5 man Peter Wright's controversial expose of what goes on in the secret service, which had a bee slapped on it by HM's Government. Then Billy Bragg, The Oyster Band and assorted others in association with the Campaign for Press And Broadcasting Freedom released a single, "The Ballad Of A Spycatcher", which repeated some of the book's main allegations.

And so, we Buzz-folk being hip and up-to-the-millisecond, we thought to ourselves "y'arra, it's only a matter of time before some enterprising software company brings out a Spycatcher game". And being aggressive journalistic types we set about ringing up various likely candidates and asking each of them whether they were

considering bringing out such a game. One of those we contacted was a smallish Brighton-based company called Smart Egg. Now, when we spoke to them first—before Christmas—they hadn't any plans to dabble with the wacky world of MI5 in any of their products, but no sooner had they put down the 'phone to us than the thought struck them: "hey, wow, what a fab brill idea". And so it came to pass that Smart Egg decided that they would bring out a game based upon the Spycatcher concept. All because of lil' ol' us 'nigin' 'em up (*Kindly stop patting yourself on the back, buzz and get on with the news—Ed*). Well, anyhow, *Plot Hatcher* is due for release in April on 66, with an Amiga version possibly following later in the year.

So what will this controversial

new product actually contain? Long passages of classified material? Well probably not. A Smart Egg spokesman claimed that *Plot Hatcher* is "based on the true memoirs of a British Spy" but cunningly added that "only the facts have been changed".

Apparently *Plot Hatcher* will be more of a parody of "a career in the secret service" than a realistic representation of the goings-on described in *Spycatcher*. "There will be a spy in the MI5 who you'll have to catch", explained the spokesman, "but that's as close as we get to reality. For the most part it's not going to be a serious game."

The spokesman added that while he thought the game might prove controversial and "topical", Smart Egg were not "looking for trouble" and had taken legal advice and adhered to the legal guidelines which had been given them.

Still, we imagine interest—official and unofficial—in *Plot Hatcher* will be considerable.

ELEMENTARY INFOCOM

"My dear Watson, won't it be strange to appear in a computer game after all these years? And I shouldn't be surprised if you turn out to be the main character, rather than I".

"Good heavens, Holmes! That's preposterous!"

"On the contrary: it will be up to you to recover the Crown Jewels, which have been stolen by some fiend a mere two days before Her Majesty's Jubilee celebrations commence. In order to accomplish this most important mission you will have to solve a series of riddles. And, although I may be able to offer you some advice, it will be your logic and not mine, that will save the day. And, I further predict that this computer game will be released in March, 1988, by the Infocom label, and it will be entitled *Sherlock: The Riddle Of the Crown Jewels*".

"But Holmes! How can you possibly know all this?"

"Elementary, my dear Watson: I read the press release".



Rodent-fetishists Gremlin have just revealed that they are to bring out a game featuring that most famous and beloved of all Walt Disney characters, Mickey Mouse. According to Gremlin — a company whose previous releases include the likes of *Basil The Great Mouse*

Detective and the Monty Mole trilogy — Sir Michael will be making his 64 debut this Spring.

The setting will be Disney Castle, where four evil witches, under the power of the Ogre King, have stolen the magician Merlin's wand, which

has been used to make the Ogre King supreme ruler of the land. The wand has now been broken into four pieces, and each piece has been given to one of the evil witches to guard. Each witch resides in one of the four towers of the castle, and it has fallen to our big-eared hero Mickey to attempt to recover all four pieces so that the Ogre's spell over the land can be broken.

The witches have also laid hands on all the enchanted water to be found in the area and used it to create evil guardians for the wand pieces — all except the last flagon, that is. Mickey has been given this by Merlin to load into his water pistol, and it's with this unusual weapon that he must take on all the ghosts, ogres and ghouls in each tower. Only by fighting his way to the top, and tossing the witch in charge off the ramparts, can he recover the wand segment.

Time is running short, and if Disneyland's magic is not to fade away completely, Mickey's going to have to recover all four segments before making his way across the lake of fire to take on the Ogre King himself.

With Mickey's universal popularity holding up — despite the fact that this year he celebrates his sixtieth birthday — it would seem that Gremlin is soon to have another hit on their hands.

BUZZ

We Told You So (1): Farther to our budget story beat ink, Mastertronic have now confirmed that they will be introducing a range of double-sided budget games. The next, which will be called *MAD X*, will feature a premium game plus a distinct "B-side" game, and will retail for the same price of £2.99 as Mastertronic's current *MAD* range.

We Told You So (2): Yes, we're putting ourselves on the back over here at Buzz with the officially confirmed news that Activision have, as we predicted, acquired the licence to convert the ad and year's hottest bestselling, Sega's *Afterburner*.



Sorry About That: Also, slack, on behalf, in our *Crazy Cars* review last month, we inaccurately identified the producers of this Amiga adventure as Doctorsoft, as opposed to Thos. And, (not to finish the job off on a qualified note on "£3.99/cass £12.99/disk" when even Nick Kelly laments that Amiga games don't come out on "cass", and in fact the Amiga disk price for CC is a much more realistic £24.99.

Activision/Mastertronic Tie-Up: Budget magnum Mastertronic bars just announced a major deal with Activision whereby Mastertronic will be offered Activision's ENTIRE range of best-seller product for release in the budget market. The first fruits of this union should be appearing on the shelves any day now, and will include the likes of *Ghostbusters*, *Exile* and *Rail Man*.

16-Bit Bonecrusher: A little birdie (well, Superior Software's PR company actually) has told us that the bizarre *Bonecrusher* — which features, as you are all by now sick of hearing, a little dinosaur called Bone — will never be licensed on the Amiga, priced at £24.95.



GLOWING GOLD GAME

US Gold have just announced the impending release of an unusual new aim, created by Coenz's Paul Norman: *Chernobyl*.

Apparently this unique game will put you in the central control room

of a major nuclear power plant. Your responses, so we're told, may determine the safety of millions of people, and thousands of square miles of land.

Now, far be it from Buzz to

suggest that bringing out a game based on the unfortunate accident at the Russian nuclear power plant might be a teeny-weezy bit exploitative. No, if it's OK to have games about mass murder (*Jack the Ripper*) and Star Wars (SD) well then why not a nuclear disaster game?

But what really puzzles us in our special CU bunker (the broom closet under the back stairs) is why Paul Norman & Co write their game about a lousy common nuclear power station when we have so many fine examples of the same that breed right within merry old Blythly. We mean it's surely the really patriotic thing would have been to bring out a Saltfield game — how about calling it *Windcastle* or *Wipolot*, or something similarly useful?

Anyway, within the next few weeks you will all have your big chance to find out just how — and more importantly whether — you can run a nuclear power station. Is the press release asks, "could you have prevented the catastrophe of Chernobyl?"

[Buzz understands that the answer "yes — get rid of all nuclear installations right now" will not be accepted.]

PLAY

TO WIN

Microsoft - personal computer software - State of Mind. Our policy is to publish high quality products on a wide range of computers and for a wide range of interests and applications. We've got what it takes - Castles, Knights, Wizards, Three-Body FTL Games! Can you take what we've got!



DARK CASTLE

Fresh from the USA, **Dark Castle** will take you on a **memorable journey** ... through **halls and dungeons** ... as you search for the **Black Knight** ... Computer Gaming World wrote "...Perhaps the **best arcade game** on any computer **ever**" ... PC, Amiga, ST now .. 8 bit soon .



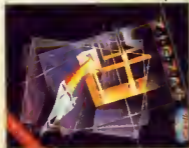
STATE OF ACTION



MEAN STREAK

Fast moving ... all out **arcade action** for ... one or two **players** ... and **meet the perils** of the **Battletrac** headon ... and **unleash your Mean Streak!!!** ... C64, Spectrum

STATE OF ACTION



any Crowther is back ... and **how!** ... Challenge the overdone **Matrix of Zag** ... in this **Zag** **fixer** ... and **Commanders** **User Screensaver** ... C64 ...

ZIG ZAG

ACTION

For free mail order catalogue please write to us at the address below

The publishers reserve the right to alter the prices and specifications without notice. Please check prices and availability before ordering

Microsoft Limited

Atkins House, 66-73 Shoe Lane London EC4P 4AR

Telephone 01-377 4645 Fax 01-352 0565

Telex 931200112



"DEFENDER OF THE CROWN ..has set a **standard** ..that others will be **hard pressed** to meet ... " Computer and Video Games ... Amiga, PC, ST - C64 ... **New cassette version** available ...

S **DEJA VU**

et in a **slazy under-world** ..distinctly reminiscent of **Raymond Chandler**.. **Doja Vu** is like **no other** adventure you've ever **experienced**...ST, C64...

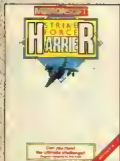


"A SINBAD AND THE ... **THRONE OF THE FALCON** game to **challenge anything** ..on the market ..at the moment" **Personal Computer World**.. Amiga now, .. **PC ST C64** soon...



"O **BALANCE OF POWER** ne of those **games** ..any serious **games player** ..cannot be **without**" ... Popular Computing Weekly. **PC, ST, Amiga** ..

P **IF** you wits...against the **legendary Capone** mob ..in a **deadly battle** ..for the control of the **Windy City** .. **Amiga** now, .. **PC, ST C64** soon ..



T **THE** most **realistic** simulation yet...of **flight** and **combat**...in one of **Britain's** most **exciting** **fighter planes**... **OPC, PCW, ST, BBC/Electra, C64, Spectrum** now, **Amiga** soon ..



F **BY** the most **famous** weapons of all ...and **save** your **fight** log...**Rise** through...the ranks of the **RAF** towards...the **evered** **Hill of Group Captain**, **DSO, DFC, VC, CBE**... **Award XLX** and **ST**... **C64, BBC/Electra**... **Spectrum, MSX**.. **New Improved ST** version...coming soon...



AMIGA CHART

TM	LM		ELECTRONIC ARTS
1	8	TEST DRIVE	NOVAZER
2	NE	BACKLASH	MICROSOFT
3	8	INFINITY FLIGHT	PYTHONBIT
4	1	BARBARIAN	MICROSOFT
5	3	DEFENDER OF THE CROWN	ARCUS
6	4	HUNT FOR RED OCTOBER	AVIARSOFT
7	NE	ADVENTURE GONZA BET	PYTHONBIT
8	7	TERRORPOPS	MAGIC BITES
9	NE	WESTERN GAMES	DOCTORSOFT
10	NE	CRAZY CARS	

CHART CHAT Well there it is sitting proudly on top of the chart. As predicted *Out Run* burnt straight in at number one over Christmas. Most recent reports suggest that it's already sold 200,000 copies across all formats and looks set to become one of the biggest sellers ever.

Where does that leave the rest? *Wall Combat School* as we predicted gave it a run for its money whilst *720°* didn't make quite the expected impact. Elsewhere there are unsurprisingly six compilations in the top twenty and only a handful of cheapies, reflecting the amount of money people have to spend at that time of year.

Over on Amiga EA's *Test Drive* made it the double for racing games this year, whilst *Paul Woakes Encounter* outguy *Blacklash* bleats in its second place. Watch out for *Garrison* in the future.

Next month we'll take a look at the big sellers at the past twelve months and see which company got the biggest slice of the pie.



CHAR

READERS COIN-OP CHART

TM LM

12 **OUT SUN**

33 **DOUBLE DRAGON**

31 **AFTERBURNER**

4 **RE R-TYPE**

55 **COMBAT SCHOOL**

Keep sendin' in those top fives. First five randomly selected by CU's specialty patented Random Selection Device (aka Nick Nelly's cloth cap, by goom) got the CU Designer Gamer T-Shirt. Entries should be sent to Coin-op Chart, Commodore User, Priority Court, 30-32 Farrington Lane, London EC1R 3AU. And please let us know whether you're and "S", "M" or even "L" in the chest-size stakes.

TOP TEN BROKEN NEW YEAR'S RESOLUTIONS

- 1) GIVE UP SMOKING (SCRYD THE AD MAN.)
- 2) LOSE WEIGHT AND GET FIT (EX ED EUGENE O' LACEY)
- 3) BE NICE TO PEOPLE (NEW ED MIKE PATTENDEN)
- 4) STOP WEARING SILLY CLOTHES (WICK O'KELLY)
- 5) STOP DRINKING (EVERYBODY)
- 6) GET UP BEFORE MIDDAY (FERDY 'DONKEY' HAMILTON)
- 7) STOP DRESSING IN BLACK (GARY PENN)
- 8) BE NICE TO ZAP (EVERYBODY)
- 9) GIVE A GOOD REVIEW (KEN McMAHON)
- 10) MAKE MORE MONEY (MARK 'YUPPIE' PATTERSON)

C64 CHART

TM LM

1	NE DUT BUN	SEGA-US GOLD
2	0 CONNET SCHOOL	OCEAN
3	3 GRAND PRIX SIMULATION	CODE MASTERS
4	11 SOLID GOLD	US GOLD
5	1 CALIFORNIA GAMES	EPYX
6	24 BUGGY BOY	ELITE
7	NE LIVE AMMO	OCEAN
8	NE MATCH DAY 2	OCEAN
9	3 GAME SET AND MATCH	OCEAN
10	NE MAGNIFICENT 7	OCEAN
11	NE 720°	US GOLD
12	NE GARY LINEKRY'S SUPERSTAR SOCCER	GREMLIN GRAPHICS
13	4 ARCADE CLASSICS	FIREBIRD
14	15 BACK TO THE FUTURE	FIREBIRD
15	NE FRUIT MACHINE SIMULATION	CODE MASTERS
16	NE 10 PACK	GREMLIN GRAPHICS
17	13 SOCCER BOSS	ALTERNATIVE
18	9 STAR WARS	DOMANE
19	8 KIX START 2	MASTERTRONIC
20	17 WORLD CLASS LEADERBO	ACCESS-US GOLD



C64 ADVENTURE CHART

TM LM

1	1 DEFENDER OF THE CROWN	WINDROBOTT
2	3 GUILD OF THIEVES	RAINBIRD
3	NE JACK THE RIPPER	CRL
4	NE NOSFERATUS	ALTERNATIVE
5	5 KILLED UNTIL DEAD	US GOLD
6	NE ONDWE MENGER	LEVEL 9
7	NE HIGELA REVENGE	MASTERTRONIC
8	RE VERY BIG CAVE ADVENTURE	CRL
9	10 KNIGHT DPC	RAINBIRD
10	8 PAWN	RAINBIRD

RTS

DIMENSION computers l.t.d.

27/29 High Street
Leicester LE1 4FP
Tel: (0533)
517479/21874

THE MIDLAND'S LARGEST COMPUTER STORE

CBM 84/128 and PLUS 4 COMPANIES PACK
Sales/Purchase/Nominal Ledgers with Invoicing
and Stock Control, Disc. £24.55

PRECISION
Superscript 64 £24.95
Superbase 64/1+4 £24.95
Superscript 64
& Superbase 64 £44.95
Superscript 128 £29.95
Superbase 128 £29.95
Superscript 128
& Superbase 128 £54.95
Superbase, The Book £11.95

GEOS Version 1.3
CBM 64/128 Operating System
Including: Desktop, Geowrite, Geopoint,
and Desk Accessories, Disc
CBM64 £26.55
CBM128 £34.90

GEODEX/DESKPACK
Combined Database with powerful Mailmerge
function. Also contains Antigrabber Graphic
Images, Calendar and Icon Editor £21.95

OEOCALC
Geo-based Spreadsheet. £24.95

GEOPUBLISH
Powerful Geo-based Desktop Publishing
System allowing combined Text, Graphic Images
and Line Graphics £34.95

1 CONTROLLER*
Geo-compatible Joystick Fits onto
keyboard. £12.55

*FREE OF CHARGE WITH PURCHASES OF
TWO OR MORE GEOS PACKAGES

1541C DISC DRIVE £169.90
The above includes GEOS, plus either
Software Pack A
6 Adventure Games plus 5 Disc Arcade Games
Software Pack B
Easyfile Database, and Future Finance Planning Package

OCEANIC OC 118N £139.95
Commodore Compatible Disc Drive
Including GEOS, plus either
Software Pack A
6 Disc Adventure Games plus 5 Disc Arcade Games
Software Pack B
Easyfile Database, and Future Finance Planning Package

CBM 64 Rem Expansion 256K £59.95
CBM 128 Rem Expansion 128K £95.95
CBM 128 Rem Expansion 512K £149.95

SUPER G
CBM to Centronics Printer Interface £34.95
FINAL CARTRIDGE 3 £39.95

COMMODORE 560P
2-colour Dot Matrix Printer, takes 2in. roll paper £49.95 £29.95

MPS803 TRACTOR FEED UNIT £29.90

CBM 64/128 MUSIC EXPANSION SYSTEM
Including Keyboard, Synthesiser and Software £75.00

COMPOSER/EDITOR SOFTWARE
For Music Expansion System, Tape or Disc £24.95

ACTION REPLAY Mk IV
Tape to Disc Back-up Cartridge £29.95

NEOS MOUSE
WITH CHEESE SOFTWARE, Tape or Disc £24.90
COMMODORE C2N DATA RECORDER £29.95

PRINTER RIBBON OFFER
MPS 061, 802 Ribbons £5.95
MPS 803 & MPS 1000 £4.95
DPS 1101 Multi Strike £3.50

BUY FOUR AND GET ONE FREE!

AMIGA RANGE

AMIGA A500/CBM MONITOR OFFER
AMIGA A500 with COMMODORE 1084
HIGH RES COLOUR MONITOR,
Mouse, Workbench, Basic and
DPAINT Software £749.95

AMIGA A500 PACK 1
with Mouse, Workbench, Basic, DPAINT,
TV Modulator, 40 Disc Storage Box,
Dual Cover and 10 Games/Utility
Discs £456.95

AMIGA A500 PACK 2
with Mouse, Workbench, Basic and
DPAINT Software £429.95

PHILIPS 8833 COLOUR MONITOR
High Res with Stereo Sound Output £279.95
AMIGA A500
Upgrade to 1 Mb. £113.00

WRITERS WORKSHOP
Professional full-feature Wordprocessor
Integrates with Geopoint, etc. £21.95
WRITERS WORKSHOP 128 £34.95

FONT PACK 1
Additional fonts for Geos £16.95

GEORLE
Geo-based Database £24.95

GEOSPELL
Geo Spellchecker £16.95

AMIGA A500/8833 MONITOR OFFER
AMIGA A500 with PHILIPS 8833 HIGH RES
COLOUR MONITOR with STEREO SOUND
OUTPUT, Mouse, Workbench, Basic
and DPAINT Software £699.95

COMMODORE 1084
HIGH RES MONITOR £329.95

AMIGA A500 PACK 2
with Mouse, Workbench, Basic, DPAINT,
Sports Bag with Baseball, Golf and Football,
40 Disc Storage Box, Dual Cover and
10 Games/Utility Discs £456.95

AMIGA 1Mb 2nd Drive £129.90
Including 10 3 1/2" Discs

AMIGA A2000 COMPUTER with COMMODORE
1084 HIGH RES COLOUR MONITOR
Including 1 year on-site maintenance £1259.00

NEW COMMODORE PRODUCTS
MPS1200P
Dot Matrix Printer £229.95
MPS1500C
7 Colour Dot Matrix Printer
Both include AMIGA Printer Lead £349.95
1891 3 1/2" Disc Drive
Including 10 3 1/2" Discs £195.95

THE NEW STAR LC10 Dot Matrix Printer
* 120 cps Draft 30 cps NLQ * Friction and Tractor Feed
* 5K Buffer * Paper Parking Facility
* 8 Resident Fonts and 7 Different Print Pitches
Selectable from Front Mode Select Panel
Commodore Serial or Centronics £195.95

CITIZEN 1200 DOT MATRIX PRINTER
Commodore Version (with 64/128 Printer Lead) £159.95
Centronics Version (with AMIGA Printer Lead) £159.95
Commodore 1901 Colour Monitor £219.95
Philips 64/128 Green Screen Monitor £89.95
Commodore 1541C Disc Drive £159.95
Philips Colour TV Tuner
For use with any composite monitor including
1701, 1801, 1901 & 8833 £78.55

PERSONAL CALLERS AND EXPORT ENQUIRIES WELCOME

ALL OFFERS STRICTLY SUBJECT TO AVAILABILITY
ALL PRICES SUBJECT TO CHANGE WITHOUT NOTICE

ALL PRICES INCLUDE V.A.T. UNLESS OTHERWISE STATED

To order, either send cheque/PO with coupon or ring (0533) 517479/21874 with
Access/Receiptcard number. Please allow 7 working days for delivery from receipt of order or
cheque clearance.
Please add £1.00 towards postage and packing on any software order.
Hardware orders add £1.00 under £15.00 value, and £5.00 over £15.00 value.
Printer orders add £5.00 towards cartage.

Send to: Dept. No. CU2, Dimension Computers Ltd.,
27/29 High Street, Leicester LE1 4FP
Tel: (0533) 517479/21874 Fax: (0533) 511638

Item	Quantity	Price
		Total

Name
Address

Telephone:

US Gold
Price: £11.99/
disk
Price: £9.99/
cass

While a year is undoubtedly a very long time in the games software scene, there must be very few people out there who have forgotten US Gold's conversion of the arcaic classic, *Gauntlet*. Certainly US Gold won't forget it, it gave them what was probably their biggest ever hit (at least until *Out Run* hit the shelves this Christmas).

So how does *Gauntlet II* compare

I found myself simply heading for the exit straight away so as to get out in one piece. You need food and drink to maintain and add to your health level potion and amulets to increase your power and destructiveness and keys to get you through doorways.

The nasties include grunts, fire-shooting demons, rock-throwing lobbers, now-you-see-'em sorcerers, particularly lethal ghosts and, of course, the ultimate drainer of health, deaths. In addition to those old favourites, there are the "IT" monsters which designate the first player they touch "it", thereby causing all the monsters to give this unfortunate particular attention until he reaches the end of the level or manages to pass the "it" on.

Then there are "Thal" monsters, which will chase you and confiscate



▲ Choose a character and a colour.

GAUNTLET II

with its illustrious predecessor?

Well, firstly, allow me a brief moan on behalf of the Ancient Society of 64 Owners. I know that the ST is a more powerful machine, but even so, ST owners do seem to be getting a far better deal for their hard-earned than your good selves. For a start, US Gold are apparently making available a special add-on which will allow Atari users play *Gauntlet II* in four-player mode, just like the huge dedicated coin-op. Perhaps even harder to forgive is the fact that some of the major enhancements to be found in the Mark II version of the coin-op have been included in the ST version - but not in the 64. This means, for instance, that the truly awesome dragon nasty has been left out of the version you'll be playing.

All of which means that when you load up *Gauntlet II*, you might be forgiven for concluding that it's really just more of the same, though that isn't in fact entirely fair.

As in the original, you and your mate (if you've got one handy) get to chose between any one of Thor (the warrior - tough, not much cop at magic), Thyra (the Valkyrie - hardy, reasonably good fighter, OK at magic), Merlin (the wizard - OK at shooting, well hand-to-hand, great with the spells) or Questor (the elf - not quite such a weakling as Merlin, but not as clever with the mystical forces). There's one refinement here - you can both choose to be the same character, with different colour clothing to differentiate.

The object is, as any fule kno, is to waste as many nasties and pick up as many keys, potions, amulets, boxes of treasure other goodies and of course, points, for as long as you can prolong your health. At each level you've got to locate an exit and use it - on some (notably level three)



one special power, potion of (if you've got none of either) a cool hundred points worth of health. There are also acid puddles (unhealthy but easy to avoid), stun tiles (freeze you for a few seconds), transporters which move you from one part of a level to another, flashing force fields which drain your energy when they're on and you connect with them, and even the occasional movable walls. Extra sometimes move about too, or, even more irritatingly, turn out to be false.

Your weapons can also be enhanced for extra mpts, rebounding off a maximum of three walls instead of breaking up on initial contact.

The graphics on *Gauntlet II* seem a wee bit better than on I, but the sound is still average-to-soft.

So, by now most of you'll have got the picture. What we have here is *Gauntlet II* with a bit more thrown in, a few more little touches and refinements, some of which undoubtedly add to the enjoyment of this already thoroughly enjoyable - and seriously tough - 64 classic.

Nick Kelly

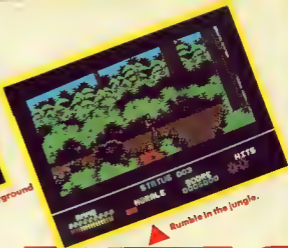


◀ Aaargghh! Cornered!

▼ Then got stuck into your quest.



GAUNTLET II										CU RATING	
VIDEO	1	2	3	4	5	6	7	8	9	10	7
AUDIO	1	2	3	4	5	6	7	8	9	10	
FOUNDRY	1	2	3	4	5	6	7	8	9	10	
ENDURANCE	1	2	3	4	5	6	7	8	9	10	
VALUE	1	2	3	4	5	6	7	8	9	10	



PLATOON

C.U.
Screen
Star

64/128
Ocean
Price:
£9.95/tape
£14.95/disk

Following hot on the heels of an excellent conversion of Konami's *Combat School* comes another game with military overtones, this time based on the film which heralded the 'war-is-hell' revival in 1987. 'Platoon' concerns the exploits of a platoon of new recruits in Vietnam, and the game follows the film reasonably closely with six sections, loaded in pairs which correspond to various points in the story.

The Jungle

This is a simplistic scrolling arcade adventure in which you have to negotiate the maze-like jungle and find the Vietnamese village. To prevent a large enemy patrol following you, the bridge has to be blown up, using the explosives found deep in the heart of the jungle. Armed enemy guerrillas patrol the jungle, some leaping from the trees, and snipers appear from trapdoors in the floor and take a pot shot at you.

Your platoon comprises five men which is effectively five lives as you

only control one man at a time. A man is lost if he is hit four times or steps on a tripwire and gets blown up. Each hit depletes the platoon's morale, and should it reach zero then all is lost.

The Village

Having successfully destroyed the bridge and found the village you have to search six huts and find a torch, a map and a trapdoor. Two huts contain booby traps (which you only find out by losing a man), while another houses a Vietnamese guerrilla who has to be shot on sight.

Morale is reduced if you shoot any of the unarmed villagers, which is easily done if you're not concentrating. Once the torch and map are in your possession, you can go down the trapdoor and onto the next section.

The Tunnel Network

The objective in this section is to find two boxes of flares (no, not the Mike Pattenden condour variety) and a compass for the next two sections. The screen is split in two, with a portion of the map displayed to the right of the first person perspective view of the tunnel network — an affect not too dissimilar to that in Lucasfilm Games' *The Eidolon*.

There are ten locations to search, some containing ammunition and medical supplies, others featuring useless items such as a cup of cold, putrid tea. Once again the guerrillas

attempt to thwart your progress. Some simply appear in the tunnel and open fire, while others swim under the water and pop up when you least expect them — dagger in hand and your death on their mind. As soon as a guerrilla appears, control is transferred to a crosshair so you can shoot him. However, ammunition is in short supply, so your shooting has to be short, accurate bursts.

The Bunker

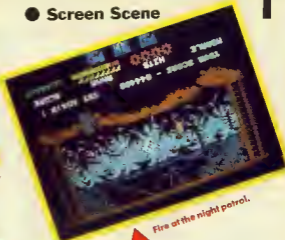
Having found the tunnel exit you find yourself in a foxhole. It's dark and the enemy are closing in for the kill, so you have to shoot them before they shoot you. To shed a little light on your immediate surroundings you can send up a flare, although they are in limited supply and should be used sparingly. When the requisite number of guerrillas have been shot it's on to the next section.

The Jungle

Another trek through the tortuous Vietnamese jungle, this time with a different objective and a different



CONTROLS										C.U. RATING	
Voice	1	2	3	4	5	6	7	8	9	10	8
AUDIO	[Progress bar]										
TOUGHNESS	[Progress bar]										
ENDURANCE	[Progress bar]										
VRM	[Progress bar]										



DOWN



viewpoint. You have two minutes to reach a safe spot before the area is blown to smithereens. There are basically four routes through the jungle, although only one seems effective, as you run out of time when using the others. The jungle is split into a number of flip-screen locations, with barbed wire, mines and boulders to avoid. Enemy guerrillas run back and forth across the top of the screen, sniping at you as you attempt to run deeper into the jungle, and snipers occasionally fire from the trees. Look or sound familiar? Well, suffice it to say, the bit plays very similar to a scene from Konami's *Gryzor*.

The Final Section

The brachiosaur Seigeant Barnes is hiding in a foxhole and has to be eliminated. It takes five direct hits with your grenades to dispose of him, which isn't as straightforward as it sounds as he keeps a constant stream of bullets and grenades flowing in your general direction.

The graphics are generally neat and effective, and the music is atmospheric. Mind you, the atmosphere would have been greatly enhanced with a few more suitable sound effects. For example, breathing and heartbeat sounds in the tunnel sequence, and some cicada sounds (what do you mean, you don't watch *Wildlife On One*?) in the first jungle scene.

The six sections aren't particularly difficult to complete in their own

right, although they are all playable. However, as a whole, *Platoon* is taxing. Not because it demands dazzling arcade skills to complete it, but because it requires plenty of perseverance. You only get two lives on the later sections, so if you make a mistake you have to start from scratch, and this can prove quite frustrating.

Also mildly irritating is the fact that you have to collect the torch and map to proceed to the tunnel sequence, and you have to collect the flares and compass to play the later sections. It would have been neat if you were allowed to progress without these items, and thus had to cope without them. The tunnel

sequence would be a little trickier in the dark, without a map, and the bunker scene would be a bit more interesting with less or no flares.

That said, I thoroughly enjoyed playing *Platoon*. It's a competent blend of game styles, and Ocean have succeeded in producing a game which closely follows the plot of the film. I would have preferred a more long-term challenge, say three or four more involved sections to complete, without having to continually replay earlier sections. Still this is without doubt one of the best film tie-ins to appear on the 64, which bodes well for Ocean's next tie-in, *Robocop*.

Gary Penn



COMPO

As you all know by now Ocean have tied up a deal with Columbia/EMI who are distributing the 'Platoon' video. That means by the power of words and deeds we can offer five lucky readers the chance to win a copy of the film (worth £80). Answer the question below correctly then write the answer on a postcard and send it to us together with your name and address care of Platoon Compo, Commodore User, 30 32 Farringdon Lane, London EC1R 3AU. Compo closes on Feb 1989.

Which other Vietnam film did star of 'Platoon', Charlie Sheen's father star in?

A bit of a toughie that. Guessers should turn to our Top Ten Nam film a couple of months back.

“...the best racing
played — even bet



SEGA

© 1995 Sega Enterprises, Ltd. All rights reserved. Sega, the Sega logo, and the Sega Enterprises logo are registered trademarks of Sega Enterprises, Ltd. in Japan and other countries.

Multi-System: Sega Saturn, Sega 32X, Sega CD, Sega CDX, Sega Dreamcast, Sega Saturn, Sega Saturn 2, Sega Saturn 3, Sega Saturn 4, Sega Saturn 5, Sega Saturn 6, Sega Saturn 7, Sega Saturn 8, Sega Saturn 9, Sega Saturn 10, Sega Saturn 11, Sega Saturn 12, Sega Saturn 13, Sega Saturn 14, Sega Saturn 15, Sega Saturn 16, Sega Saturn 17, Sega Saturn 18, Sega Saturn 19, Sega Saturn 20, Sega Saturn 21, Sega Saturn 22, Sega Saturn 23, Sega Saturn 24, Sega Saturn 25, Sega Saturn 26, Sega Saturn 27, Sega Saturn 28, Sega Saturn 29, Sega Saturn 30, Sega Saturn 31, Sega Saturn 32, Sega Saturn 33, Sega Saturn 34, Sega Saturn 35, Sega Saturn 36, Sega Saturn 37, Sega Saturn 38, Sega Saturn 39, Sega Saturn 40, Sega Saturn 41, Sega Saturn 42, Sega Saturn 43, Sega Saturn 44, Sega Saturn 45, Sega Saturn 46, Sega Saturn 47, Sega Saturn 48, Sega Saturn 49, Sega Saturn 50, Sega Saturn 51, Sega Saturn 52, Sega Saturn 53, Sega Saturn 54, Sega Saturn 55, Sega Saturn 56, Sega Saturn 57, Sega Saturn 58, Sega Saturn 59, Sega Saturn 60, Sega Saturn 61, Sega Saturn 62, Sega Saturn 63, Sega Saturn 64, Sega Saturn 65, Sega Saturn 66, Sega Saturn 67, Sega Saturn 68, Sega Saturn 69, Sega Saturn 70, Sega Saturn 71, Sega Saturn 72, Sega Saturn 73, Sega Saturn 74, Sega Saturn 75, Sega Saturn 76, Sega Saturn 77, Sega Saturn 78, Sega Saturn 79, Sega Saturn 80, Sega Saturn 81, Sega Saturn 82, Sega Saturn 83, Sega Saturn 84, Sega Saturn 85, Sega Saturn 86, Sega Saturn 87, Sega Saturn 88, Sega Saturn 89, Sega Saturn 90, Sega Saturn 91, Sega Saturn 92, Sega Saturn 93, Sega Saturn 94, Sega Saturn 95, Sega Saturn 96, Sega Saturn 97, Sega Saturn 98, Sega Saturn 99, Sega Saturn 100.

g game we've ever
etter than Out Run!"



**ZZAP! 64 'ANOTHER DAY
AT THE ARCADES'**

ZZAP! 64 SUPER MOTORCYCLE



- ▶ Officially licensed from the greatest motorcycle racing game, the thrills are so real we considered making a helmet compulsory.
- ▶ Four skill levels.
- ▶ Four music tracks.
- ▶ Push your turbo charged racing machine into 18 progressive stages racing across Asia, Africa, America and Europe.

© and D... 1986 Sega Enterprises Inc. (USA). All rights reserved.

Hampton... 1986 Sega Enterprises Inc. (USA). All rights reserved.

© and D... 1986 Sega Enterprises Inc. (USA). All rights reserved.
Electric Dreams Software. Authorized User.



ELECTRIC DREAMS
SOFTWARE

Nimble negotiating the treacherous terrain.

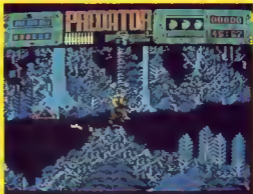


It was almost called *Primeval*, and then very nearly entitled *Hunter*. But, as fate would have it, *Predator* was eventually released as *Predator* — and rapidly became one of the biggest grossing films of 1987. Activision were quick to acquire the licence to turn the film into a computer game, (incidentally,

it's rumoured that Activision also have the rights to Arnold Schwarzenegger's next movie, *The Running Man*, to be released later this year), and thanks to System 3 and programmers Source, the binary interpretation is here...

The concept for the *Predator* game started out as a System 3

Uh-oh. The screen's gone blue — which means that the predator isn't far away...



product called *Gung-Ho!* — "before anyone had even heard of *Predator*," Tim Best is quick to point out. Activision saw Tim's storyboard shortly after acquiring the licence to produce a game based on the film, and so approached System 3 to design it. Tim amended his design, making any necessary

additions, and Hugh Riley provided the excellent graphics. Hugh was also responsible for the superb backdrops and sprites in the *Last Ninja*, and is currently beavering away on scenery for *Ninja II* (for which he has already drawn a staggering 1600 sprites!) plus some odds and sods for a shoot 'em up

Predator
64/128
Activision
Price: £9.99/
cass
Price: £14.99/
disk

PREDATOR



Arnie gets dropped off in the Latin American jungle.

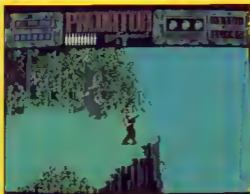
called *Dominator*.

Predator, the game, is split into four sections, each loaded separately. In the first section Arnie has to negotiate a treacherous guerrilla-infested jungle and wipe out the main guerrilla camp. OK, so this isn't quite how it happened in the film — "There's no way we could have had the whole of Arnie's team



What to do, where to go... The end of the second level.

Waist-high in mud on the third level.



Arnie's day is made in the guerrilla camp.



PREDATOR

running through the jungle at the same time, so we went for the idea that the rest of the team had been sent ahead to put paid to any guerrilla activity, but they all get

wiped out by the alien." Fair enough

The screen scrolls horizontally, with gun-toting guerrillas pouncing from the trees, poking their heads out of cleverly disguised holes in the ground, or simply rushing on-screen, guns blazing. Bats also hinder Arnie's progress, so it's fortunate that he can pick up more powerful weaponry along the way, courtesy of his dead colleagues. The alien also poses a threat, making itself known by casting three red dots on Arnie, before it lets loose a laser bolt. Just so that you know that the alien is watching, the screen goes blue and Arnie shimmers.

The second stage also takes place in the jungle, complete with guerrillas to shoot, only this time the alien makes its presence more obvious. At times you can see its eyes in the trees, and once again the red dots makes an appearance — only more frequently. At the end of the level there's a cliff ledge, with no other obvious exits. So just what is Arnie supposed to do? Well, if you've seen the film, you'll know exactly what a man like Arnie does when he gets stuck at the top of a cliff...

The third section sees Arnie

covered in mud — well, spots of it. "We tried changing Arnie's colour to make it look like he was covered in mud from head to toe — as in the film. But it just didn't work, so we settled for a few well-placed spots."

The mud plays an important part in this section, as the alien can't see Arnie when he's covered in mud (something to do with heat-sensitive sight). However, the mud gradually comes off, so it's up to you to keep well covered by running over spots of mud along the way. Towards the end of the level is a large log — the log on which Billy the Indian confronted the alien in the film. Only in the game, it's you. Yes, you actually meet the alien, face to face. You can't kill him though — you can only wound him until he runs away.

How do you hurt him? With the bow and arrows you found along the way, that's how. However, there is something else you have to do to ensure that you inflict maximum possible damage on the alien. But I shan't mention what... There is one other very important item which has to be found if you are to complete the game — although fortunately, unlike, say, *Platoon*, you don't have to collect the necessary objects to proceed. No, the game is just harder

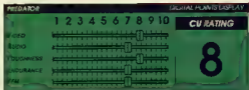


without them... Also, you don't have to start from the very beginning when you lose a life on later sections — instead, you start from the beginning of the section on which you died.

And now, the final action. A fight to the death with the alien. Here, you are involved in continual skirmishes with the alien, with the ultimate aim of building and using a trap — exactly like the one in the film. Once you've destroyed the alien, that's it! Or is it...?

Predator does indeed closely follow the plot of its celluloid counterpart — with one or two acceptable modifications. However, I feel it could have been executed just a bit better. That's not to say it's poor — or even mediocre. On the contrary, *Predator* is playable and atmospheric, mainly due to Hugh's excellent scenery and effective portrayal of Arnie — the resemblance is uncanny. Overall, one of the best film-ies to appear on the 64, only over-shadowed marginally by *Platoon*.

Gary Penn





SHOOT SOME WILDLIFE!

Well, we considered your needs. And we considered your needs from our Nikon... an all-around camera we weren't even sure of. We had a MUCH better idea than that, we've made an amazing Nikon F-301... just imagine. So we can't... an all-around camera we weren't even sure of. We had a MUCH better idea than that, we've made an amazing Nikon F-301... just imagine. So we can't... an all-around camera we weren't even sure of. We had a MUCH better idea than that, we've made an amazing Nikon F-301... just imagine. So we can't...

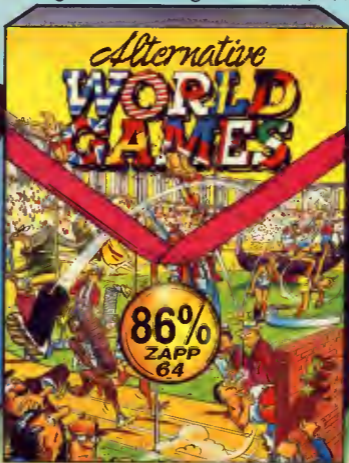
1. Nikon F-301... just imagine. So we can't... an all-around camera we weren't even sure of. We had a MUCH better idea than that, we've made an amazing Nikon F-301... just imagine. So we can't...

2. Nikon F-301... just imagine. So we can't... an all-around camera we weren't even sure of. We had a MUCH better idea than that, we've made an amazing Nikon F-301... just imagine. So we can't...

3. Nikon F-301... just imagine. So we can't... an all-around camera we weren't even sure of. We had a MUCH better idea than that, we've made an amazing Nikon F-301... just imagine. So we can't...

Alternative WORLD GAMES

If you've played the original from EPYX, you'll love the spoof from GREMLIN!



What a Winner

Experience World Games in a way that's never been done before. It's a multi-level challenge that will test your skills and your patience.

Brilliant

It's a multi-level simulation, you'll want to see it all. It's a brilliant game for the whole family.

What a Laugh

It's a brilliant game for the whole family. It's a brilliant game for the whole family.

ATARI ST
\$19.99
MSX
\$7.99
SPECTRUM
\$7.99

Fantastic

This one features some lovely graphics, and the pictures are background music, and some lovely music.

Very Easy

It's a brilliant game for the whole family. It's a brilliant game for the whole family.

Applause

MSX
\$7.99
SPECTRUM
\$7.99

1

Why be serious when there is so much fun in taking an alternative view of things? This ingenious but hilarious spoof will have you in stitches, not to mention the river, canal, sack ... You'll be racing in Naples, Boat Throwing at the Colosseum, Pole Climbing in Verona and Running Up Walls in Venice! If you can still stand the pace, try your hand at Balancing Plates, Jumping Rivers, Pogo and Pillow Fighting. Recapture the very essence of competitive spirit in this comical collection of **ALTERNATIVE WORLD GAMES!**

2



SCREEN SHOTS FROM CEM VERSION

3

GET TO GRIPS WITH A GAME FROM

GREMLIN

IT'S A SHATTERING EXPERIENCE

64/128
Electronic Arts
Price: £9.95

Leadersboard has had things all its own way in the golf simulation stakes up to now, such has been its success that World Tour Golf, from Electronic Arts, will stand or fall on how it compares to Leadersboard.

There are two parts to *World Tour Golf*. Firstly, it is a golf game using presentations of real courses, with

Controlling your shots works on similar principles to *Leadersboard*. Using the joystick, you press the fire button to call up the "swingometer", which is circular and divided up like a pie diagram. Firstly, you must click

on fire again to define the length of your backswing, then click again as the dial moves down the swingometer to determine the direction of the shot. I found it slightly easier to master, if not as

simply portrayed, than *Leadersboard's* "snap line".

Putting is a more complicated affair. Hitting the ball is straightforward enough, using the swingometer again, but working out the slopes of the green and distances on the swingometer is tricky. There are key-board options to hit particular distances, or to tap the ball, and especially useful option, the "summs", which gives you a putt under three feet (so-mathem-ell).

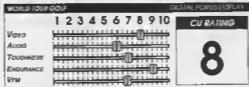
The construction set is an excellent addition which lets you draw your hole and add features

WORLD TOUR GOLF

an astonishing total of 25 to choose from on the disk version. Secondly, it contains a course construction set, which unlike the course editor in *World Class Leadersboard*, lets you design holes from scratch.

The existing courses for you to play range from well-known championship venues such as Augusta, St Andrews and St George's, to the more obscure, most of which are American as you would expect from the game's origins. There are also seven "fictional" courses devised by the programmers. All naturally enough, include bunkers, water and fates and trees where applicable. You get a full set of clubs: a driver, two woods, eight irons, wedge, sand wedge and putter.

On playing the holes, the program gives you a split screen view, with a bird's eye view of the entire hole on the left and the view from your position on the right.



Select a course in the construction set...



such as hills, bunkers, water and trees wherever you like. These can then be saved to disk.

The graphics are good without being outstanding; your player is nicely animated and the holes clearly laid out. The greens look a bit primitive in close-up and the markers showing the degree of slope are not always easy to understand. The ball drops into the hole with a suitable thud, but depiction of this is sketchy.

World Tour also includes a number of finer details, such as handicapping, course conditions (are the greens wet?), and details on how good or poor your lie at each shot which will affect club selection.

Overall, it's an excellent alternative to *Leadersboard*, particularly if you want representations of actual courses, and the construction set on its own makes it worth a look.

Christina Erskine

And thirteen strokes later you might putt it.

▼ Tee up...



CITIZEN
COMPUTER PRINTERS



WHO BETTER TO EXPLAIN
THE UNPRECEDENTED
SUCCESS OF THE 1200
THAN MR G COLLIER,
TROUT FARMER.

"I know a little about trout farming and virtually nothing about computer printers. So why me, you could well ask. It could be that if you have four children, an extravagant wife and nearly 11,000 trout to come of age, a computer printer is the first thing you need."

In line with the Citizen 1200 Printer has a price/performance balance long and generally acknowledged. It's compatible with most PCs so, if I have to be extremely pedantic, it's almost worth twice the value I hope being pretty quickly. But what really impressed me most is that I don't need to read the manual (though I did in '82), or demand it in English, as the variables controlling all the printer functions are easy to get at.

It's a kind of magic, I agree. I agree. It's just that magic when you're successful and it's...

The beauty is? The printer with the lowest word count because it that it equipped in 10 minutes accompanied with my four year old boy, as it would be my choice.

All word word above the price tag is very impressive and I would like to mention that my printer, by the way, is...

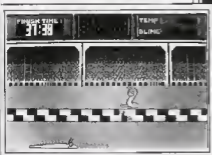
For more information call Citizen UK at George Wainline 01-2534492.

The Citizen 1200 is the most advanced computer printer.

64/128
Activision
Price:
£9.99/cass
£12.99/disk



◀ Galactic space hockey anyone?



▲ Creeps may shine in the slime race.



▲ Or maybe a spot of head throwing.



◀ Lame brains can forget psychic judo.

Galactic Games

It's a nice idea and it certainly looks good on the outside. Take five whacky games and bundle them all together as a compilation. Give it a sporting theme à la Summer Games, only with an intergalactic angle and you've got something that shows a lot of promise. The problem is that despite its weirdness and the funny chat which comes as part of the package Galactic Games hardly measure up to Olympic standards.

The first event on the program is the 100 metre slime in which you participate as a worm athlete. In each of the games you take the form of an inhabitant from another planet, with the possible exception of this one as you must be the representative from Earth. The 100 metre slime works much the same way as the 100 metre anything else — you wiggle joystick and the worm slimes their way toward the finish line. There are a couple of intergalactic enhancements though. You must lubricate your path with slime from the fire button to avoid overheating, if you don't the result could be spontaneous combustion. Should you fall behind pulling sideways on the joystick sends you on a 'superslither' — a quick way to gain ground on your opponents. The 100M slime is O.K., but even the cute

worms that wink at you won't keep you interested for much more than a few persecs.

Event number two is space hockey, and I have to report that it's a lot more exciting on the ground. The game is played on what looks like my mum's red checked tablecloth, and it'll be funnier when she finds out. The puck is a living creature which looks like one of those smelly things and the goals are black holes into which you can fall just as easily as the puck. The game is played just like those air hockey tables you used to get in amusement arcades, but isn't nearly so good fun.

Looking for something better I tried my hand at psychic judo, another zany idea that turns out to be fairly dull in practice. These being a brains are in their stomachs and they sort of attack each other with psychic burps and defend themselves with mental screens. Burps are like bolts of black gunge

and can be thought-controlled like guided missiles. The left side of the screen shows player 1's view and the right, player 2's so you're viewing a tunnel from either end and so to speak — a bit like Deactivator. As with all of the games the graphics, and just about everything else come to think of it, are pretty crude simple stuff. I got bored with burping at the other guy after about, ooh, 3 persecs ... give or take a couple of persecs.

Now head throwing is a different ball game altogether. The Hrunton participates in the event heads detachable heads. You head for the white line (like in the Earth sport javelin) using maximum joystick wiggle to build up speed. At the critical moment (you must lose your head at all cost) you hit the fire button and hold it while the angliometer approaches the 45 degree marker, then release it. The Hrunton's head departs from it's shoulders and flies skywards. Now is the time to wiggle the ears for

extra lift, then, just before touchdown fire again to angle the head — if the nose fails to sbck in the ground it's no throw. I particularly like the way the head then flies away pursued by the headless Hrunton's body. A good laugh, if a little short lived at 5 persecs.

The metamorph marathon looked altogether excellent and in fact could have been Galactic Games' saving grace. In this event you control a creature capable of taking many different forms and must negotiate an obstacle course. The metamorph can turn itself from a pulsating blob into a runner with superfast legs, into a burrower, into a jumper, and finally into a flyer complete with helicopter blades. Sounds good doesn't it? Trouble is I'm as much in the dark as you because the damn thing wouldn't load. 0 persecs of fun as far as this one's concerned.

All the same, on the basis of the four fifth's I did see I'm sorry to say I couldn't even put Galactic Games in the bronze medal class. It's nicely presented and the introduction to the various games will make you laugh, but when you're paying full whack for a game even a multi-load, multi event one, you expect a little more and Galactic Games doesn't have it.

Ken McHabor

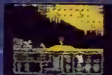
GALACTIC GAMES											
VIDEO	1	2	3	4	5	6	7	8	9	10	CHARTING
VIDEO	█	█	█	█	█	█	█	█	█	█	4
ALCRO	█	█	█	█	█	█	█	█	█	█	
TOWERS	█	█	█	█	█	█	█	█	█	█	
PERFORMANCE	█	█	█	█	█	█	█	█	█	█	
YIP	█	█	█	█	█	█	█	█	█	█	

"GRAND SLAM" ENTERTAINMENTS

PRESENTS

TERRAMEX

THE CARTOON ANIMATION GAME



London



London



London



London



**EXPERIENCE THE
DANGER & FUN
AND COME TO THE
ENDLESS WORLD OF
TERRAMEX. ONLY 4.99
AVAILABLE ONLY AT
WATERMANS AND GAMES DEPOT**



**ARE YOU READY
TO GO WITH THE
TERRAMEX?**

Become one of the heroes who have the responsibility of saving the world and experience the danger of a hazardous journey to find Professor Eyebrain as only he has the solution.

Grand Slam Entertainment
100, 101, 102, 103, 104, 105
106, 107, 108, 109, 110, 111
112, 113, 114, 115, 116, 117, 118, 119, 120
121, 122, 123, 124, 125, 126, 127, 128, 129, 130
131, 132, 133, 134, 135, 136, 137, 138, 139, 140
141, 142, 143, 144, 145, 146, 147, 148, 149, 150
151, 152, 153, 154, 155, 156, 157, 158, 159, 160
161, 162, 163, 164, 165, 166, 167, 168, 169, 170
171, 172, 173, 174, 175, 176, 177, 178, 179, 180
181, 182, 183, 184, 185, 186, 187, 188, 189, 190
191, 192, 193, 194, 195, 196, 197, 198, 199, 200
201, 202, 203, 204, 205, 206, 207, 208, 209, 210
211, 212, 213, 214, 215, 216, 217, 218, 219, 220
221, 222, 223, 224, 225, 226, 227, 228, 229, 230
231, 232, 233, 234, 235, 236, 237, 238, 239, 240
241, 242, 243, 244, 245, 246, 247, 248, 249, 250
251, 252, 253, 254, 255, 256, 257, 258, 259, 260
261, 262, 263, 264, 265, 266, 267, 268, 269, 270
271, 272, 273, 274, 275, 276, 277, 278, 279, 280
281, 282, 283, 284, 285, 286, 287, 288, 289, 290
291, 292, 293, 294, 295, 296, 297, 298, 299, 300
301, 302, 303, 304, 305, 306, 307, 308, 309, 310
311, 312, 313, 314, 315, 316, 317, 318, 319, 320
321, 322, 323, 324, 325, 326, 327, 328, 329, 330
331, 332, 333, 334, 335, 336, 337, 338, 339, 340
341, 342, 343, 344, 345, 346, 347, 348, 349, 350
351, 352, 353, 354, 355, 356, 357, 358, 359, 360
361, 362, 363, 364, 365, 366, 367, 368, 369, 370
371, 372, 373, 374, 375, 376, 377, 378, 379, 380
381, 382, 383, 384, 385, 386, 387, 388, 389, 390
391, 392, 393, 394, 395, 396, 397, 398, 399, 400
401, 402, 403, 404, 405, 406, 407, 408, 409, 410
411, 412, 413, 414, 415, 416, 417, 418, 419, 420
421, 422, 423, 424, 425, 426, 427, 428, 429, 430
431, 432, 433, 434, 435, 436, 437, 438, 439, 440
441, 442, 443, 444, 445, 446, 447, 448, 449, 450
451, 452, 453, 454, 455, 456, 457, 458, 459, 460
461, 462, 463, 464, 465, 466, 467, 468, 469, 470
471, 472, 473, 474, 475, 476, 477, 478, 479, 480
481, 482, 483, 484, 485, 486, 487, 488, 489, 490
491, 492, 493, 494, 495, 496, 497, 498, 499, 500
501, 502, 503, 504, 505, 506, 507, 508, 509, 510
511, 512, 513, 514, 515, 516, 517, 518, 519, 520
521, 522, 523, 524, 525, 526, 527, 528, 529, 530
531, 532, 533, 534, 535, 536, 537, 538, 539, 540
541, 542, 543, 544, 545, 546, 547, 548, 549, 550
551, 552, 553, 554, 555, 556, 557, 558, 559, 560
561, 562, 563, 564, 565, 566, 567, 568, 569, 570
571, 572, 573, 574, 575, 576, 577, 578, 579, 580
581, 582, 583, 584, 585, 586, 587, 588, 589, 590
591, 592, 593, 594, 595, 596, 597, 598, 599, 600
601, 602, 603, 604, 605, 606, 607, 608, 609, 610
611, 612, 613, 614, 615, 616, 617, 618, 619, 620
621, 622, 623, 624, 625, 626, 627, 628, 629, 630
631, 632, 633, 634, 635, 636, 637, 638, 639, 640
641, 642, 643, 644, 645, 646, 647, 648, 649, 650
651, 652, 653, 654, 655, 656, 657, 658, 659, 660
661, 662, 663, 664, 665, 666, 667, 668, 669, 670
671, 672, 673, 674, 675, 676, 677, 678, 679, 680
681, 682, 683, 684, 685, 686, 687, 688, 689, 690
691, 692, 693, 694, 695, 696, 697, 698, 699, 700
701, 702, 703, 704, 705, 706, 707, 708, 709, 710
711, 712, 713, 714, 715, 716, 717, 718, 719, 720
721, 722, 723, 724, 725, 726, 727, 728, 729, 730
731, 732, 733, 734, 735, 736, 737, 738, 739, 740
741, 742, 743, 744, 745, 746, 747, 748, 749, 750
751, 752, 753, 754, 755, 756, 757, 758, 759, 760
761, 762, 763, 764, 765, 766, 767, 768, 769, 770
771, 772, 773, 774, 775, 776, 777, 778, 779, 780
781, 782, 783, 784, 785, 786, 787, 788, 789, 790
791, 792, 793, 794, 795, 796, 797, 798, 799, 800
801, 802, 803, 804, 805, 806, 807, 808, 809, 810
811, 812, 813, 814, 815, 816, 817, 818, 819, 820
821, 822, 823, 824, 825, 826, 827, 828, 829, 830
831, 832, 833, 834, 835, 836, 837, 838, 839, 840
841, 842, 843, 844, 845, 846, 847, 848, 849, 850
851, 852, 853, 854, 855, 856, 857, 858, 859, 860
861, 862, 863, 864, 865, 866, 867, 868, 869, 870
871, 872, 873, 874, 875, 876, 877, 878, 879, 880
881, 882, 883, 884, 885, 886, 887, 888, 889, 890
891, 892, 893, 894, 895, 896, 897, 898, 899, 900
901, 902, 903, 904, 905, 906, 907, 908, 909, 910
911, 912, 913, 914, 915, 916, 917, 918, 919, 920
921, 922, 923, 924, 925, 926, 927, 928, 929, 930
931, 932, 933, 934, 935, 936, 937, 938, 939, 940
941, 942, 943, 944, 945, 946, 947, 948, 949, 950
951, 952, 953, 954, 955, 956, 957, 958, 959, 960
961, 962, 963, 964, 965, 966, 967, 968, 969, 970
971, 972, 973, 974, 975, 976, 977, 978, 979, 980
981, 982, 983, 984, 985, 986, 987, 988, 989, 990
991, 992, 993, 994, 995, 996, 997, 998, 999, 1000

Available at
MIGA £19.95.



▲ Outhi concentrated by Bambo Dan.

BANGKOK KNIGHTS

64/128
System 3
Price:
£9.99/cass
£14.99/disk

▼ Seconds out for some System 3 sexism. Ding, ding

Bangkok Knights has already been previewed at length in the October ish. Since then the game has undergone much tweaking after System 3 made a fact-finding tour of the flesh-pots of Thailand, accompanied by freebooting journalists and assorted liggers (*Oii Ex-Ed*).

Such unstinting dedication to the cause of authenticity, and no-expense-spared pandering to the baser desire of computer hacks, will not, of course, influence the reviewer in the slightest. Mainly because the cheap-skates at System 3 didn't invite me.

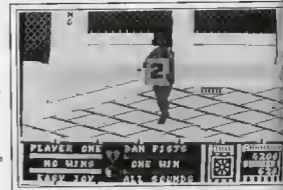
For those of you who've been asleep for the past six months, Bangkok Knights is the latest fight simulation from the lads who brought you *International Karate Plus* and *The Last Ninja*. This one is

based on the ancient martial art of Thai boxing, one in which the fighters use their footies as well as their fistsies.

The game features eight opponents, controlled either by the computer or by a friend, and they're probably the largest animated characters ever seen in a beat 'em up. As well as ticking the stuffing out of each other, they can also move in eight directions, in and out of the background scenery which scrolls accordingly. So there's a scope for some tactical retreats and even

some aight-seeing too.

The first four heavies, encountered on cliff-tops, forest paths and amongst the vegetable stalls of a Bangkok marketplace, are amateurs who are not averse to using unconventional tactics. Dan Fista has got some nenja voodoo up his sleeve, and Bambo Man's got an over-arm piledriver which leaves you crumpled like a concertina. These comical moves are only used occasionally, and don't detract from the overall realism of the combat scenes.



▼ Hagglng over prices in the market.



And if you succeed in defeating this lot (by three knockouts in each five-round fight) you get to cross pinkies with the very best of the Bangkok Knights in the brightly lit ring of the Lumpini Stadium, kicking off with Sam Sally.

Perhaps surprisingly, there are less joystick fighting moves than you'd expect — aight in all, and two of these are defensive blocking actions. Experienced beat 'em up enthusiasts, who first out their teeth and snapped their sticks on

with the game right from the start.

The graphics throughout are exquisite, and full of details that you tend to overlook on first play — like the beggar and his cat, the eyes in the undergrowth, the splashing puddles — and there are some nifty dissolves and fade-outs. The sound effects are less impressive: peculiar swishing noises and a strangely mundane Hubbard soundtrack.

Still, Bangkok Knights remains a notable achievement.

Bill Scolding

BANGKOK KNIGHTS ORIGINAL PLAYERS COPY A4

VIDEO	1 2 3 4 5 6 7 8 9 10	CU RATING 8
AUDIO	[Progress bar]	
TOUGHNESS	[Progress bar]	
VALUE	[Progress bar]	

Announcing... The revolutionary new WHIZZARD
"Instantly" turns your video recorder into a massive data-store.

AVAILABLE ONLY FROM US
BY MAIL ORDER
YOU WILL NOT FIND THIS IN ANY SHOP

1 metre of leads plus connectors
for your video supplied.

Built-in triple-checking system
for MEGA reliability.
Check out other
benefits below.

NEW

Freeze Button
Creates backups of even the most
difficult to backup programs.
Read all about other backup
benefits below.

Reset Button
Makes entering "pokes"
and cheats easy.

Technical Notes

1. Compatible with 1541 1541C 1570 1571 and enhancer. Any CPM compatible data recorder. C61 64C and 128 (in 64 mode).

2. Compatible with ANY video recorder and ANY video tape format. Simply state the make and model of your recorder when ordering to ensure the correct leads are supplied.

Virtually
"instant" loading.
(64K in less than 11 secs).

FAST BACKUP AND LOADING WITHOUT A DISK DRIVE JUST £39.95

+ £1.50 P&P

Cut out and post today with your remittance to: DC Electronics, 33 Murlilo Road, London SE13 5QF. Telephone: 01-318 4913.

YES! Rush me WHIZZARD'S at £39.95 + £1.50 p&p each. I enclose cheque/postal order in the sum of £..... crossed and made payable to DC Electronics

Name

Address

Town

Postcode

Details of your video recorder

Make

Model

CLM 2

Introducing... the astonishing new WHIZZARD. It packs power - stores up to 1000 games. Then loads even the largest in under 11 secs.

SIMPLER TO START UP

Easy to fit! Just slot in, plug in and go! The new WHIZZARD comes complete with the correct leads for your video. (Specify make and model when ordering).

The WHIZZARD automatically accesses and loads your games using its built-in "Load FILENAME" command.

RELIABILITY

Applying new video technology, the WHIZZARD increases speed and improves reliability. (It even has a triple-checking system built in). In contrast, some other fast-loading systems actually reduce reliability to increase speed.

INFINITELY FLEXIBLE BACKUP

Load with the WHIZZARD at turbo-speed. But when harnessed to your video,

the WHIZZARD really takes off. Backup and loading time is suddenly slashed to an astonishing 11 secs!

PLUS: backup with the WHIZZARD in any number of ways. Tape/tape, Tape/disk, Disk/disk, Disk/video tape. And tape/video tape.

REVOLUTIONIZE YOUR COMPUTER

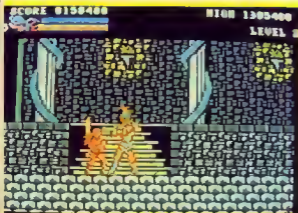
Watch the WHIZZARD revolutionize your current computer - without the expense of a disk drive. AND watch it give you greater storage than any disk drive currently can.

Discover the power, capacity and versatility of the WHIZZARD for yourself. Send for your WHIZZARD today.

It's available by mail order only from us, simply complete the coupon and post it today.



DC ELECTRONICS
33 Murlilo Road, London SE13 5QF.



◀ **Tackle the monster at the end of each level.**

Students of the arcade machine will remember the Taito game as a kind of scrolling *Barbarian* (without the many tasteless features that made the home computer game so infamous). As with most coin-ops it came with the flimsiest excuse of a story. That's just as well because I don't think I could bear to read a gothic novella about a warrior king pursuing an evil wizard. *Rastan Saga* relies instead on brilliant graphics and gameplay as sharp as a meat cleaver.

The game begins with Rastan, a tanned hunk of royal beef who looks like he could breeze through marines training, set on a mountainside facing an onslaught of

Rastan

64/128

Ocean

Price:

£8.95/cass

£12.95/disk

Last year's rash of quality coin-ops concentrated for the most part on dedicating consoles to rising machines and imaginative

simulations. Their wilder success meant that most of the ordinary stand-up machines were swept aside in the rush for the thrills and spills of super-heroic flight or 0-60 acceleration.

There were exceptions. Games like *Rastan Saga* and *R-Type* would have shone if they'd been housed in cabinets constructed from egg boxes and squeeze bottles. Their acquisition for conversion was inevitable, with Ocean swooping for *Rastan* at the height of its popularity

warrior all intent on mounting his knickers on their trophy wall. If he is to make through to the final battle with the evil King (a man clearly named after his father's cough) he has to trave behind him a trail of dead gigan, bugs, dimmeras, snakes, bats, skeletons and serpents.

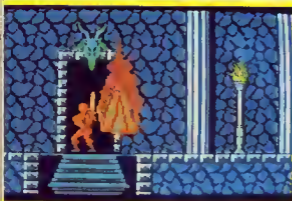
There are six sections in all, taking you through a castle and its antechamber before you face the wizard in his game as a soul-sucking dragon. The action is a typical combination of walking, hacking and jumping around various levels. There are ropes to climb at various points, plus pools of water and lava which you have to negotiate along the way.

As he progresses, Rastan can find new weapons and gain other useful items. *The Shield* reduces damage and *The Mantle* cuts damage by half, while *The Armour* stops all damage for a limited time and *Medicine* rapidly refreshes energy. Watch out for the poison though, as it reduces your energy.

Each level has a big nasty waiting for you should you get that far. Horrible grabo-like winged men and

serpent-women descend on you. What *Rastan Saga* boils down to is an update of that old classic *Ghosts 'n' Goblins*. The machine is superior in just about every way, but how does the conversion compare?

First impressions aren't too promising, although you *Rastan*



◀ **Nice coloured backgrounds compensate for ugly sprites.**

Neatly drawn
cloaked figure
—the best nasty.

glance at the work on the figure in *Predator* or *Pirbon* proves what can be done with some effort. Another irritating feature is the way in which Rastan floats a couple of millimetres off the ground all the time, for which there seems to be no explanation. Similarly there are number of unnecessary glitches.

Having said that the graphics do improve as you progress into the game, and that razor sharp gameplay is still there. And let me tell you, it's tough, it's also enormous and although some of the backgrounds repeat themselves it represents quite a programming achievement, multi-load or not. The hardest points are not always the



▲ Up a gumtree on level five.

Saga

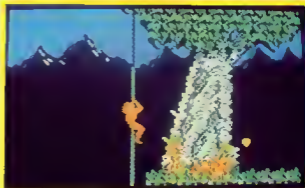
character is of a reasonable size there is little detail or definition about him. Close inspection reveals a sort of grange puff pastry on his legs and biceps. This is also true of many of the adversaries Rastan meets. They bear only a passing resemblance to their names. A swift

big monster at the end of the level either. Getting past the bug that waits by the water on the first level is nasty and swinging across lava pits on the ropes is a real pig. Fortunately there is a continue play option which makes a lot of difference to the playability. Getting sent back to the beginning of a multi-load could have resulted in the computer being lobbed out the window along with an unfortunate staff wiper.

Rastan Saga is good entertaining stuff and it'll keep hardened arcade fiends going for a long time. The most recent batch of conversions have been a varied bunch with Ocean's *Combat School* topping the lot. This isn't quite in the same class but its depth makes it a big challenge.

Mike Pettenden

Can you really
hit her? You've
got to.



SOMETHING HORRIFYING AND INE

SCHWARZENEGGER

PREDATOR

Nothing like it has ever
been on Earth before.
It came for the thrill
of the hunt.

It picked the wrong
person to hunt. YOU!

Circle 5 on Reader Service Card (SVC) or write to: Activision, Inc., Dept. 1, 271 S. Jackson
Ave., Suite 100, Memphis, TN 38116-0101, and IBM (4, 1),
Model 514, 11.

84-877-47, Activision INC. (SVC) Units 3 & 4, 400 N. 1st
Ave., Suite 100, Memphis, TN 38116-0101
North America: (901) 456-1411, Fax: (901) 456-1412
America's Express, Visa and Activision Cards welcome.

ACTIVISION

© 1987 Activision, Inc. All rights reserved.
No other name or brand may be used
without the written permission of Activision, Inc.
Circle 11 on Reader Service Card (SVC)

© 1987 American Express, Visa, and Activision Cards

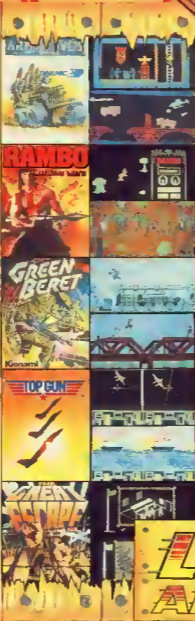


UNEXPLICABLE IS GOING TO HAPPEN.....

DR™



DON'T MISS!



5

ALL-ACTION COMPUTER HITS *LIVE AMMO*

ARMY MOVES

As a member of the SOG (Special Operations Group), a elite regiment of South Vietnam Command you take on a host of dangerous missions. Each level is a battle of wits and strategy. You'll be in the front line, so you'll need to be fast and accurate. You'll be in the front line, so you'll need to be fast and accurate. You'll be in the front line, so you'll need to be fast and accurate.

RAMBO FIRST BLOOD PART II

It's the sequel to the first game, and it's just as exciting. You'll be in the front line, so you'll need to be fast and accurate. You'll be in the front line, so you'll need to be fast and accurate. You'll be in the front line, so you'll need to be fast and accurate.

GREEN BERET

As a Green Beret, you'll be in the front line, so you'll need to be fast and accurate. You'll be in the front line, so you'll need to be fast and accurate. You'll be in the front line, so you'll need to be fast and accurate.

RESCUE THE CAPTIVES!

It's a mission of rescue, and it's just as exciting. You'll be in the front line, so you'll need to be fast and accurate. You'll be in the front line, so you'll need to be fast and accurate. You'll be in the front line, so you'll need to be fast and accurate.

TOP GUN

The TOP GUN game puts you in the cockpit of an F-14 fighter jet. You'll be in the front line, so you'll need to be fast and accurate. You'll be in the front line, so you'll need to be fast and accurate. You'll be in the front line, so you'll need to be fast and accurate.

THE GREAT ESCAPE

The year is 1942, the place is Germany. You'll be in the front line, so you'll need to be fast and accurate. You'll be in the front line, so you'll need to be fast and accurate. You'll be in the front line, so you'll need to be fast and accurate.

Screen shots taken from various computer formats.

LIVE AMMO



5 ALL-ACTION COMPUTER HITS

AMSTRAD
COMMODORE
SPECTRUM

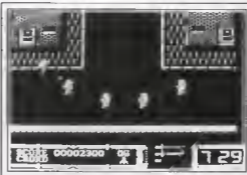
AMSTRAD
COMMODORE
SPECTRUM

5
CASSETTE

14.95
DISK

**64/128
Gremlin
Graphics**
Price: £9.99
(tape)
Price: £14.99
(disk)

Unlike their last big 'game of the cartoon' deal, MASK, Gremlin's *Masters of the Universe* game is based on the



around Downtown America isn't too difficult as it's not all that big and a map is provided with the game instructions.

On arrival at the scrapyards you get involved in a brief 'run up with two of Skeletor's evil minions, Blade and Karp. As in the rest of the game your energy is depicted on the screen by a sword meter and you have to kick the hell out of the opposition before they do the same to you. There's nothing complicated or difficult about this, and there are in fact only five options - forward, reverse, kick, punch and duck.

Then it's message time again and before you know it you're in

MASTERS OF THE UNIVERSE

newly released film of the ultimate muscle-bound hero, He-Man, and his eternal run-ins with Skeletor. I haven't seen the film, but if Gremlin's adaptation is anything to go by there isn't much of a plot.

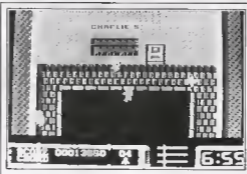
The cosmic key to time travel has slipped through a time vortex and into the hands of an American college student who mistakes it for a musical instrument. Your task as He-Man is to recover the key, before Skeletor and his army, led by Evil-Lyn, can get to it first; if they do, all hell will break loose.

In order to capture the key, you must first discover eight chords which will activate it and return you to your destiny at Castle Greystuff. Some of these can be found in the streets of 'Downtown America' in which most of the game is played.

The streets are viewed from above and look remarkably maze-like, but then American streets probably do. When He-Man gets to a junction the whole screen disappears and is replaced by another at 90 degrees to the original. For example, if you decide to turn left at a crossroads, the screen is replaced by another where you must travel straight up to continue in the same direction.

While you worry about which way to turn, hordes of Skeletor's soldiers appear at every corner, firing mercilessly at you. You can of course shoot back, but more and more of them appear to replace the ones you cut down. Flanning away might be simpler, but this massacre is in fact necessary if you are to collect all of the chords.

Just when you're getting your eye in a message appears on the screen from one of your two companions; Teela and Gwildor, telling you that the action's all going on down at the scrapyards. Actually finding your way



▲ Outside Charlie's scrapyards.



▲ In the graveyard

Charlie's Electronic Store, having wasted countless millions on the way. This part of the game is a target practice shoot-out. The minions run across the screen and appear at doors and windows while you pick 'em off with the cross-hair target. You have to kill quite a few of them before you get the next message which is to head for the rooftops aboard your flying disc.

The penultimate stage is the most disappointing part of the game, which, it has to be said, goes downhill fast from the moment the first shot is fired. The rooftops didn't look any different from the streets.

In fact the only difference is that, using almost your flying disc, it takes longer to slow down than when you are on foot. There also doesn't seem to be anything to achieve in this part of the game. You shoot about wildly for a minute then automatically go on to the final stage.

This is supposedly the ultimate confrontation. The thing is, unless you have all eight chords it's no confrontation at all - you lose - and of story, if you win? Well I'm afraid it's not much better; you must push Skeletor into a hole in the ground.

Gremlin has obviously not gone all out to make this the toughest game ever, probably so as to make it more appealing for younger He-Man fans. Unfortunately that means there's absolutely no way it will hold any excitement for the seasoned gamer. The real trouble is that it's unimaginative and a bit dull. Gremlin will have to rely on the He-Man name to sell this one.

Ken McMahon

MASTERS OF THE UNIVERSE										DIGITAL POWER DISPLAY					
VIDEO	AUDIO	FOCUSNESS	ENDURANCE	VIEW	1	2	3	4	5	6	7	8	9	10	CU RATING
															5



decreases more quickly, too quickly for my liking, when you come into contact with anything nasty. The forces are not replenishable. So when the candle snuffs it, so do you.

Since the instructions don't tell you more than they can get away with, the best way to find out what you can and can't do is to flick through the two lists of words. One set is for the actions, whilst the other lists all the objects available.

There is also a set of spells, which you have to work out how to get. Two good ones are the toad and the anvil. The toad turns characters into,

KNIGHT

64/128
Activision
Price: £9.99/
cass
£12.99/disk

Knighmare was one of those TV programmes that kids who get kept in a lot after school never managed to watch. Although it's finished now, a new series is planned soon. Not ones to miss a chance, Activision have bought up the game rights in the hope that if you can't watch it, you'll still want to fork out the ten sovs it takes to play it.

Knighmare, the game, is a curious mixture of adventure and arcade action, which sticks reasonably closely to the fantasy and mystery atmosphere of the TV storyline. You get the bloke in the full facial helmet (complete with pair of horns) wandering around the dungeons of Demoma Castle,

picking up objects, casting spells and fighting off various fantastical monsters in order to survive and escape—in that order.

This may sound pretty offputting if, like me, you've always regarded adventuring as one step down the line from train spotting. *Knighmare* avoids being comatose by having pretty nifty graphics animation and text input that consists merely of two words, both chosen from short lists. No keying in to do of stupid sentences. It's simplicity itself to play.

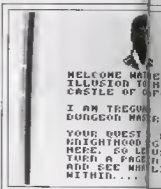
A few preliminary words about the 'arcade' stuff. Don't be fooled. This merely amounts to picking up whatever weapon is available and pressing the firebutton like mad until the adversary sinks into the ground. Hardly quick-reaction combat but it provides nice little interludes.

Now that you know what you're letting yourself in for, on with the story. At the beginning of the game, you're placed into one of the castle dungeons by Treguard the Master of the Dungeons. That's where you

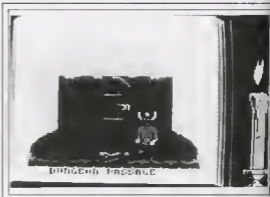
find yourself on the first screen, represented cleverly as one page of a book. To the right of the screen you see a large

flickering candle which gradually goes down. Now and then a little hot wax runs down the side—neat

The candle (surprise, surprise) represents life force, which



▲ Page one of your quest.



▲ The man with the Iron mask (and the roll-neck polo).

er, toads, and the anvil hovers at the top of the screen to be dropped on the heads of unfortunate nasties — het, beh. Since some doors don't open with the 'open door' command, Caspar the Key is available — if you can find him.

Other spells include a nifty number that temporarily freezes everything; and the alchemy spell, which turns characters into solid gold spheres for you to put in your knapsack as treasure.

Vicious other items can be picked up and put in the bag, and pressing Y gives you an inventory of what

you're carrying. Rocks are especially handy for throwing, and so is food (I mean handy, not for throwing) which may persuade some of the characters to help you out. Take the old man who's with you in the first dungeon. A little food and drink and he's ready to split the bread.

To get help and information, you can call the Oracles. There are two of these and they appear at the top left and right of the screen, their speech appearing in bubbles. The blurb tells you one is good and one is bad. Well, I reckon Runious (one on left) is the good and trustworthy one,

get eaten.

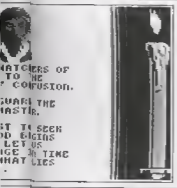
The character in the helmet is always under joystick control, and the combination of using joystick and keyboard gives the game more depth and appeal. There's a great deal of thought gone into it too. For example, inputting a command does not halt the action. So if you're confronted by guards before you've picked up a weapon they won't take a tea break until you've bashed the appropriate keys. They'll just get right on with their job.

One solution is to leave the room immediately, choose the command

reasonable, the characters themselves are suitably large and gruesome, most of them appearing and disappearing through the floor. In all, the graphic representation is of a high standard, and, as you explore, there are always new things to marvel at. Sadly, sound is rather basic, and my version of the game had no title tune.

I enjoyed playing *Knighthare* despite my fear and loathing of anything even remotely connected with adventures (Keith Campbell excepted). *Knighthare* is more a strategy game based on fantasy

KNIGHTMARE



Buggane (one on right) is probably the nasty, due to him bearing a grudge against whoever gave him his name.

Buggane is also the one who makes snide comments. If you input 'open door' when a door is already open, he quips "perhaps you need your eyes testing" — Duh, tongue like a scouping pad.

Certain inhabitants of the dungeon will confront you with questions or problems to solve before you can make further progress. Get them wrong and it's usually curtains, various nasties appearing from under the floor to make your candle go down. The monster in the well, for example, tests you with a few tricky multiple-choice questions like "Where did the Titanic sail from?" Fail and you



▲ Your starting point in the dungeon.

without activating it (the command remains in a bubble until you press return), then re-enter the room containing the weapon and guards. Now simply pressing Return gives you the weapon and a fighting chance.

Although the dungeons themselves are graphically only

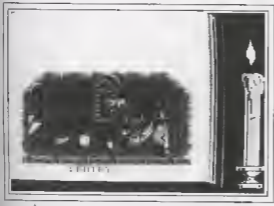
an adventure. My only complaint is that the combat intervals could and should have been more challenging.

Knighthare promises to be a big game with more than enough hours of brainbashing to see you through the cold New Year weeks.

Bobden Busick

KNIGHTMARE DIGITAL POINTS DISPLAY

	1	2	3	4	5	6	7	8	9	10	CU RATING 8
VIDEO	[Progress bar]										
AUDIO	[Progress bar]										
TOUGHNESS	[Progress bar]										
ENDURANCE	[Progress bar]										
VM	[Progress bar]										



▲ Getting eaten by the wall monster.

64/128 Martech Price: £9.99 cass

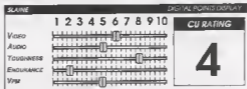
Slaine (or Slayna as various intrepid Irishman round here will tell you it's pronounced) is the latest in a growing procession of strips to be converted from the nation's wowza comic 2000AD.

Those who regularly seek their thrills within the comic's confines will know that Slayna is an ancient Celtic warrior who wanders around Britain with his sidekick, the dwarf Ullko. The stories are a combination of Celtic myth, comic book violence and hippy dippydom. Despite the latter's undertones it is well drawn



'Realistic combat it says.'

SLAINE



of scriptwriter Pat Mills on the game's text.

The plot is a little vague and so is your text, despite a booklet that comes with it. Basically the land of Lyonese (an ancient name for Scotland) has fallen under the dark powers of the druid lords and it's

Slayna's job to help the Jocks out of the meat they're in.

Wary of the pitfalls of writing another platform game comic licence, Martech have gone for the extra depth involved in playing an interactive graphic adventure. They also claim a new approach to the

method of play by trademarking what they call a revolutionary new concept in gameplay called REFLEX(TM). It's probably the most stupid thing ever invented.

The idea sounds nice, it's supposed to mirror the thoughts of Slayna, but in practice all you get is half the screen taken up with a typical set of adventure commands like look, examine, actions, objects, move etc, which slide around the screen at random. The idea is to move a hand that floats around under joystick power and touch them as they appear. The trouble is they come and go so quickly you end up stabbing at thin air and chasing the words round the screen like an idiot. It's a bit like trying to swat a fly. It's nothing like thinking. Occasionally you'll stab the wrong thing and that wastes more time. In fact in an hour's play you managed to visit about fifteen locations which is pretty poor. Put simply REFLEX(TM) is a disastrous end that detracts so much from the game that it completely discourages play.

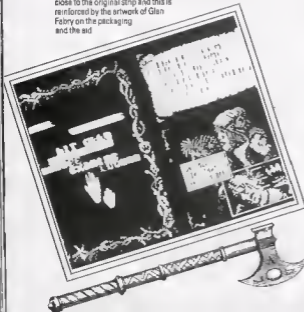
This is also true of the promise of 'realistic combat'. This simply behaves like REFLEX(TM) and a bunch of words concerned with fighting slip behind, swing, kick and punch dance around the screen. Ho hum. It normally eliminates in you massacring everyone in sight.

In fact Slaine fails to deliver on most of the boasts on the back cover. The action is hardly continuous unless you count a bunch of words ricocheting about the screen action. Nor did I find the graphics 'superb'. They were adequate as was the text, little more.

I'm afraid this all leaves Slaine in the average to dirt line of comic book conversions. I just hope Piranha don't do such a miserable job on Halo Jones.

As office Celts are wont to remark, "God never closes one door without slamming all the windows."

Mike Pattenden



DYNAMIC DUO

Microcomputers that don't just look like good computers... they are!



- Features:**
- Extremely compatible
 - Excellent value
 - Compact size
 - Accessories
 - Control (with switch)
 - Full keyboard
 - Ample expansion slots
 - Turnkey printer, disk, tape and software
 - Reliability
 - Compact design

A superb bundling offer that combines the critically acclaimed Excelsior+ with the superior GEOS (Graphic Environment Operating System) is the GEM-like operating system for the 64000 series Micro you can access **geopaint, a full-featured graphic word processor and the **Desk AddressBook**, **Desk Calendar**, **Notepad**, **Alarm**, etc. **geocalc**, **geodex**, etc.**

Excelsior+ does have a 16-bit internal processor over the 8-bit processor and 128K RAM.

This package formerly retailed for **£49.95** but you can obtain it absolutely **FREE** with the purchase of an Excelsior+.

"... I'd rather buy an Excelsior+ than a 1517 or a 151T."

Excelsior+ is a registered trademark of Evesham Micros Ltd. All other trademarks are the property of their respective owners.

Excelsior+ is a registered trademark of Evesham Micros Ltd. All other trademarks are the property of their respective owners.

Excelsior+ is a registered trademark of Evesham Micros Ltd. All other trademarks are the property of their respective owners.

Excelsior+ is a registered trademark of Evesham Micros Ltd. All other trademarks are the property of their respective owners.

Excelsior+ is a registered trademark of Evesham Micros Ltd. All other trademarks are the property of their respective owners.

Excelsior+ is a registered trademark of Evesham Micros Ltd. All other trademarks are the property of their respective owners.

Excelsior+ is a registered trademark of Evesham Micros Ltd. All other trademarks are the property of their respective owners.

Excelsior+ is a registered trademark of Evesham Micros Ltd. All other trademarks are the property of their respective owners.

Excelsior+ is a registered trademark of Evesham Micros Ltd. All other trademarks are the property of their respective owners.

Excelsior+ is a registered trademark of Evesham Micros Ltd. All other trademarks are the property of their respective owners.

Excelsior+ is a registered trademark of Evesham Micros Ltd. All other trademarks are the property of their respective owners.

Excelsior+ is a registered trademark of Evesham Micros Ltd. All other trademarks are the property of their respective owners.

New Price prices

Excelsior+ & GEOS
£129.95

Excelsior+ & GEOS, PLUS
£149.95

Further GEOS Applications

Geofile	£19.95
Geocalc	£19.95
Geodex/Deskpack	£19.95
Writer's Workshop	£19.95
Fontpack 1	£19.95
Geospell	£19.95



Evesham Micros

Available from good computer stores or direct from Evesham Micros

Prices include VAT. Delivery FREE.
Send cheque, V.P. or ACCESS/VISA No.
Or phone with your ACCESS/VISA No.
Same day despatch whenever possible.
Govt., educational & PLG orders accepted.
Callers welcome, open 7 days 9.30-5.30.
Next day delivery £5.00 extra.

Evesham Micros
63 Bridge Street
Evesham
Worce. WR11 4SF
Tel: (0456) 712030
Telex: 333294
Fax: (0386) 765354



A DOZEN GOOD REASONS WHY

1 C64 CONNOISSEUR PACK

C64 C18, MOUSE AND CHEESE (PANTHER) SOFTWARE, CLEGGY MONOPOLY, SCHMABLE, CHESS, RENAISSANCE, TYPING TUTOR, PLUS 2 JOYSTICKS, 5 BOOKS, 12 BLANK DATA CASSETTES AND 10 PIECES OF EXTRA SOFTWARE. **£189.99.**



2 128 COMPENDIUM PACK

COMMODORE 128, C18, MUSIC MASTER INTERNATIONAL, SOLIDER, JACK ATTACK, SPIRIT OF THE STONES, PLUS 2 JOYSTICKS AND ITB 1 AND 2. **£220.00.**



3 PLUS 4 PRESENTATION PACK

PLUS 4 C18 DATASSETTE, 10 CASSETTE GAMES, 3 CARTRIDGE GAMES, SCRIPT PLUS WORDPROCESSOR, BUILT IN SPREADSHEET AND DATABASE, PLUS JOYSTICK. **£79.95.**



4 COMPLETE MUSIC PACK

C64 COMPUTER, C18 DATASSETTE, 3 OCTAVE KEYBOARD, SOUND STUDIO CASSETTE, SOUND EXPANDER CASSETTE, PLUS 3 PLAYALONG ALBUM CASSETTES, A PROFESSIONAL SYNTHESIZER IN YOUR OWN HOME. **£215.00**



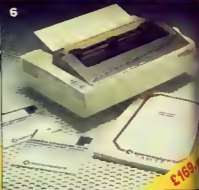
5 MUSIC EXPANSION SYSTEM

FOR USE WITH C64 OR C18. INCLUDES 3 OCTAVE KEYBOARD, SOUND STUDIO CASSETTE, SOUND EXPANDER CASSETTE, 3 PLAYALONG ALBUM CASSETTE OR DISC, PLAYALONG ALBUMS AVAILABLE SEPARATELY AT £5.99 EACH. NOW AVAILABLE ON DISC ALSO AVAILABLE SOUND SAMPLER. **£75.00.**
£31.99



6 SEIKOSNA PRINTER

COMPATIBLE WITH MOST MODELS OF COMMODORE COMPUTERS. FEATURES VARIETY OF FONTS INCLUDING GRAPHICS AND HEAVY LETTER QUALITY. REVERSE PRINTING, ITALICS, TRACTOR FEED AND PAPER SEPARATOR. COMES COMPLETE WITH SERIAL CABLE AND FREE EASY SCRIPT WORD PROCESSOR PACKAGE. **£169.99.**



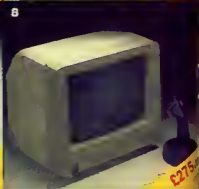
7 COMMODORE 64C AND C2N DATASETTE

(DATASETTES ARE AVAILABLE SEPARATELY FOR ONLY £27.99) **£149.99.**



8 COMMODORE 1901 COLOUR MONITOR

COMPATIBLE WITH MOST COMMODORE HOME COMPUTERS. HIGH QUALITY RESOLUTION AND SOUND RGB AND PAL SWITCH. ALLOWS FOR 80 COLUMN MODE. **£275.00.**



MATCH DAY II



'AT
LAST

A WORTHY
SUCCESSOR TO THE EVER POPULAR
MATCH DAY FOOTBALL
A GAME WHICH HAS
CHARTS FOR 3 YEARS

SIMULATION -
REMAINED IN THE READERS

Written once again by Jon Ritman and Bernie Drummond this NEW Match Day is the result of all the customer feedback and advice on how to create the pinnacle in computer soccer.

Pit yourself against the CPU or with 2 players - full league or cup competition with unique code - save facility - jump, head, volley and kick (using the kick meter) to move the ball from player to player with automatic deadball set ups and goalkeeper control.

DIAMOND DEFLECTION SYSTEM™ ensures realistic ball ricochet and the action comes with full music and sound FX.

If you want the very best in football for your micro then there's only one choice... **MATCH DAY II** with multi-menu system makes the home computer come alive.

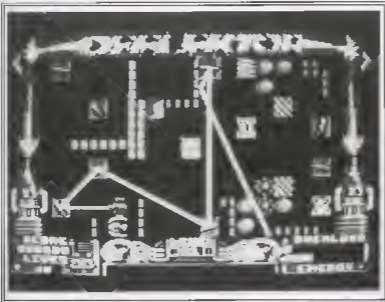
ocean

OCEAN is the registered trademark of Ocean Software Limited

AMSTRAD
8.95

SPECTRUM
7.95

COMMODORE
8.95



everywhere causing total mayhem. Fibre optics are great for getting into those awkward corners, just send the beam into one fibre optic and it emerges through the other.

Poiseners act as gates, allowing the laser light to pass only if they are aligned in a particular direction. Refractors, like the revolving mirrors, are excellent tools for random destruction of cells.

Inevitably you find yourself situations where there are only one or two cells remaining. Energy is running low and you're frantically searching for a path to them. Either that or you destroy all the cells only to run out of energy before you can find the route to the receiver. And if you do manage it the next screen it will make your eyes pop out of their sockets.

I know it's a bit late for this sort of thing, but *Gremlin* get my award for truly wonderful software house of '87. I can't recall the number of times I've had to say really crawly bum lick

DEFLEKTOR

**64/128
Gremlin
Price: £9.99/
cass
£14.99/disk**

AAAAAARGGHHH!!!! I hate it! It should be banned.

They ought to put a government ban with warning on it. Don't play *Deflektor* if you value your sanity. I did and look what happened to me. Mera cunning than Rupi's zuba, more mentally stressful than a game of chess, more intellectually demanding than *Blind Date*. *Deflektor* is tough on the nerves.

Like a lot of things *Gremlin* do, *Deflektor* is another highly original game, the only thing like it that I can think of is the bit in *Don Dare* where you have to blast a path to the next level with the laser. Not seen *Don Dare* huh? Well, let's just say it's like cat's cradle with laser beams instead of string.

To start with there's a laser and to end with there's a receiver. Oddly enough the receiver is right next to the laser. Elsewhere on the screen is an array of fixed mirrors, revolving

mirrors, absorbing blocks, reflecting blocks, refractors, poiseners, fibre optics, mines, cells and probably a few things I can't remember. The problem is to get the laser beam to the receiver via this vast array of optical technology. As if that weren't enough in itself, before you can accomplish this amazing trick with mirrors you must first exterminate all of the cells.

That's what you do. The difficult part is of course how, basing in mind that you have only limited energy and, therefore, time to think it all out, a lot of which you will initially spend working out what half the things on the screen do. The mirrors are straightforward enough, they reflect. And, as anyone who pays any attention whatsoever to their physics teacher knows, the angle of incidence equals the angle of reflection. Or to put it another way, the beam bounces off the mirrors at exactly the same angle that it hits them. By moving the pivoting mirrors you can bounce the beam to other mirrors and form a light path all over the screen.

Not all the cells are in direct line of the mirrors though, and you will have to resort to some of the other optical technology available to zap them. The things to avoid are the mines and absorbing blocks which

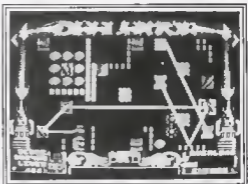
will cause the laser to overload. Total reflection (i.e. reflecting the beam back on itself) also causes overload and if you don't do something about it quick it's meltdown time.

The revolving mirrors are pretty drastic when it comes to destroying cells — they scatter the beam

stuff about their games for no other reason than it's absolutely true.

What's more they never say undisclosed substantial sums of money into my numbered Swiss bank account, not even a bottle of scotch for Christmas. Makes you sick.

Ken McMahon



DIGITAL POWER DISPLAY									
DEFLEKTOR									
1 2 3 4 5 6 7 8 9 10									
CU RATING									
Video	[Progress bar]								
AUDIO	[Progress bar]								
TOUGHNESS	[Progress bar]								
ENDURANCE	[Progress bar]								
VFM	[Progress bar]								
8									

BOXERS**MAIL
OUT**

BOXERS MAIL OUT

P.O. BOX 1035, ENFIELD, MIDDLESEX, ENI1PQ
KNOCKOUT PRICES-KNOCKOUT SERVICE
FEBRUARY 88

COMMODORE 64

THE REAL YOU
SABRE WOLF
UNDERWORLD
WORLD CUP FOOTBALL
PYRAMID
BEAKY & EGGS SNATCHER
GOLF
TITANIC
RATSPLAT
HELJON
AN CONDOR
EGBERT
FABULOUS WANDA
ROLAND'S RAT RACE
ONE ON ONE
WILD WEST
SPELLUNKER

AUTOMAN
PSYTRON
EUREKA
KAISER
FRANTIC FREGGIE
GILLGAWNS GOLD
3D BEE
DAVY
ICE BUSTERS
4 GAMES
CODE NAME MATT 3
MASTER OF THE LAMPS
CHINESE JUGGLER
MIDNIGHT MAGIC
LAZARUS
GLIMSHOE
STEALTH

H.SMITH SHOW JUMPER
ENCOUNTER
NIGHT SHADE
SPLIT PERSONALITIES
BROAD STREET
SOFTWARE STAR
PASTFINDER
ROCKN'BOLT
MORGEN'S OUEST
TOPPER COPPER
TAPPER
F.G.T. HOLLYWOOD
ZIM SALA 504
BEC DIARY OF A MOLE
EGNIMA FORCE
BEAMFRIDER
STARION
FIGHTING WARRIOR

ASSAULT MACHINE
WARRIOR II
STOCK CAR
JET POWER JACK
CYBERTON MISSION
BUMBLE BEE
FELIX IN FACTORY
FRENZY
OHOLS
SHOOP
VALKYRIE 17
TRANS AT BALLOON
PAINS OF A MOLE
MAX HEADROOM
ON COURT FOOTBALL
PILOT 64
TURBO 64
DANGER MOUSE IN
BLACK FOREST

C16 + 4

MAIL TRAIL
SEA STRIKE
MEGA ZAP
RAIDER
ZONE CONTROL
CONTROL COMMAND
OPERATION RED MOON
LASER 900
STALIGHT 1
GNASHER
GOLF
SHOOT IT
HOPBIT
BLUNCH IT
CLIMB IT
MANIC DEATH CHASE
RIG ATTACK
ZAP-EM
DORK'S DILEMMA
BEACH HEAD

JAMBOREE BAG

PLEASE SELECT AN ADDITIONAL 3 ALTERNATIVE CHOICES IN ORDER TO AVOID ANY DISAPPOINTMENT

COMMODORE 64

PUB GAMES 2.90
CODE NAME MATT 1 2.90
TURBO 64 2.08
PILOT 64 2.08
SUPERMAN 2.08
NEXUS 2.08
MANIC MINER 2.90
BOULDERDASH 1 2.90
BOULDERDASH 2 2.90
AVENGER 2.08
HEADCOACH 2.90



PAPERBOY £3.75

INTERNATIONAL KARATE 2.90
DEACTIVATORS 2.90
CHALLENGE OF THE GOBOTS 2.90
HYBRID 2.90
TRIAKOS 2.90
PILE UP 2.90
GOLF CONSTRUCTION SET 2.90
NOW GAMES 3 2.90
FOOTBALL MANAGER 2.90
SUPER SUNDAY 2.90
PRESIDENT 2.90
SELECT ONE 2.90
EXPLODING FIST 3.50
GOONIES 3.50
TRANSFORMERS 3.50
FIST II 3.50
GAUNTLET 3.50
STAR RAIDERS II 3.50
COBRA 3.50
HARD BALL 3.50
KENNEDY APPROACH 3.50
WINTER GAMES 3.50
STAR GAMES I 3.50
SAMURAI TRILOGY 3.50
TARZAN 3.50
DANDY 3.50

ON COURT FOOTBALL 3.50
WORLD SERIES BASEBALL 3.50
LEVIATHAN 3.50
NOW GAMES 4 3.50
MAD MAX 3.50
PAPERBOY 3.75
MICROVALUE VOL 2 3.75
BOMB JACK II 4.25
COMPUTER HITS 5 4.25
WORLD GAMES 4.25
CHAMPIONSHIP WRESTLING 4.25
TAG TEAM WRESTLING 4.25
FOOTBALL MANAGER 2 5.25
ENDURO RACER 5.25
SILENT SERVICE 5.75
ROAC RUNNER 5.75
WORLD SERIES LEADER BOARD 5.75
LAST NINJA 5.95
WONDERBOY(DISC) 6.95
KONAMI COIN OP HITS 6.95
CALIFORNIA GAMES 7.95
EPYX EPICS 7.95
SOLID GOLD 7.95
EYE 7.95
FOOTBALL MANAGER 2 (DISC) 9.95
GAME SET & MATCH 10.95

FOOTBALL MANAGER 2



TAPE: £5.25
DISC: £9.95
WILL BE SUPPLIED
ON RELEASE DATE

AMIGA

ARCNON II 16.95
BALLYHOO 16.95
A MIND FOREVER VOYAGING 16.95
LITTLE COMPUTER PEOPLE 16.95
PORTALL 16.95
MINDSHADOW 16.95
CUT THROATS 16.95

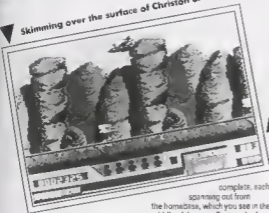
ALL PRICES INCLUDE V.A.T.
AND DELIVERY WITHIN THE U.K.

EXPORT CUSTOMERS, PLEASE ADD £1.50 TO COVER POSTAGE. PAYMENT MUST BE IN STERLING

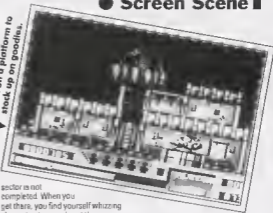
PLEASE MAKE CHEQUES OR
POSTAL ORDERS PAYABLE TO:

BOXERS MAIL OUT

Skimming over the surface of Christon 3.



Land on a platform to stock up on goodies.



Screen Scene

64/128
The Edge
Price: £9.99/
cass

complete, each spanning out from the homebase, which you see in the middle of the map. Sectors don't have to be taken in strict order, the only stipulation is that you choose one adjacent to the one just completed.

How do you complete a sector? Firstly you must dispose of all the aliens (the number to zap is given on the right hand side of the screen)

sector is not completed. When you get there, you find yourself whizzing along at a 10 speed past three platforms. You must try to land on one of these. The three platforms in The Tube hold the key to this game and need a little explaining. They're also very difficult to land on successfully.

Landing on one of the platforms gives you a choice of stocking up on

time during your alien zapping. Various icons in the workshop let you repair damage, add more ammo and customise your ship with more weapons and shields.

This is where the scientists and blueprints come in. You can't add more weaponry unless you've picked up enough scientists on the surface and enough blueprints in The Tube for them to get to work. Without them, you're stuck with the basic ship and basic cannon-fire.

Now for the aliens. These come in all shapes and sizes, the basic variety being blokes with jetpacks hovering around in the air. There are also blokes on what look like floating rotor scooters, blokes on the surface in bubble cars, jetpack riders with wings, things that walk on the surface etc. Each sector expands on the alien assortment.

But the nastiest aren't stupid: the jetpackers fly both ways, hover up and down, dive bomb and generally dodge your clumsy attempts to zap them — clumsy because gravity makes your craft that bit more difficult to control. The further you get from homebase, the more fierce and furious it all becomes. To help you, there's a radar display at the top of the screen and the occasional appearance of supply pods for the mother ship, containing more parts, more ammo or damage repair depending on their colour.

White dots on the radar screen are scientists. It's useful to keep an eye on these since scientists can be accidentally zapped or run over by your ship.

I have two major criticisms of *RISK*. Firstly, there's just not enough variety of scenery on each of the sectors of the planet's surface. On top of that, the scenery elements repeat themselves much too often as they scroll past. This is curious because the opening screen is graphically very impressive.

Secondly, *RISK* just isn't original enough. It's well presented and is a sufficiently tough challenge but the scenery, the gameplay and the objectives are remarkably like too many sideways scrolling shoot 'em ups already designed for the Oxfam shop.

RISK

R*RISK* puts you in charge of a Surface Skimmer which is, in fact, a highly manoeuvrable space vehicle designed to zap various aliens who have invaded the surface of the planet Christon 3.

The planet Christon is the site for a vital Space Weapons Research Establishment. When the scientists there found out about the alien invasion they stupidly left their underground base, called the Tube, and are now wandering around in a severely distressed state on the planet's surface.

Your job is not just to pick up as many distressed/working out scientists as you can, but to rid each of the planet's sectors of aliens. So there you have it, a game that rivals a Bob Monkhouse joke for originality.

Despite all that, *RISK* is a pretty good game. It's a two-way scrolling affair, with two speeds for foreground and background. Your skimmer can fly or travel along the planet surface in either direction. Since it is subject to gravity, not pushing the joystick up makes the craft bump heavily onto the ground. This, not surprisingly, does it no favours and makes the Drizzmagemeter go down. Taking shots from aliens and crashing into them also has the same effect.

There are about 20 sectors to



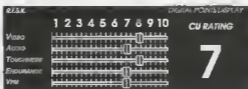
▲ *RISK* — smooth if not spectacularly original.

Then you must find one of two gaps in the planet surface. The first takes you to the Workshop (more of that later), whilst the second leads down to The Tube.

You must enter The Tube underneath each sector or that

more ammo, spare parts for your craft or blueprints. All three of those come in handy in the Workshop.

The Workshop is where you customise and repair your ship and you can get there, providing you find the gap in the surface, at any



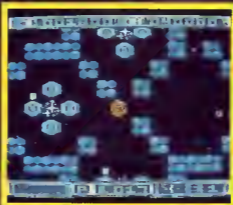
Bohdan Buciak

HUNTER'S MOON



64/128
Thallemus
Price: £9.99/
cass
£12.99/disk

When you see the title of this game, you should be able to guess that it's about hunting. Well, it is, but it's not the kind of hunting you'd expect. It's a space shooter, and the only thing you're hunting is a moon. The moon is a big, glowing yellow sphere that's the size of the planet you're on. It's the only thing that's left of the moon, and it's the only thing that's left of the planet. You're the only thing that's left of the moon, and you're the only thing that's left of the planet.



▲ Really nice pretty graphics
◀ Look out for the systems

The moon is a big, glowing yellow sphere that's the size of the planet you're on. It's the only thing that's left of the moon, and it's the only thing that's left of the planet. You're the only thing that's left of the moon, and you're the only thing that's left of the planet. The moon is a big, glowing yellow sphere that's the size of the planet you're on. It's the only thing that's left of the moon, and it's the only thing that's left of the planet. You're the only thing that's left of the moon, and you're the only thing that's left of the planet.

HUNTER'S MOON

The moon is a big, glowing yellow sphere that's the size of the planet you're on. It's the only thing that's left of the moon, and it's the only thing that's left of the planet. You're the only thing that's left of the moon, and you're the only thing that's left of the planet. The moon is a big, glowing yellow sphere that's the size of the planet you're on. It's the only thing that's left of the moon, and it's the only thing that's left of the planet. You're the only thing that's left of the moon, and you're the only thing that's left of the planet.

The moon is a big, glowing yellow sphere that's the size of the planet you're on. It's the only thing that's left of the moon, and it's the only thing that's left of the planet. You're the only thing that's left of the moon, and you're the only thing that's left of the planet. The moon is a big, glowing yellow sphere that's the size of the planet you're on. It's the only thing that's left of the moon, and it's the only thing that's left of the planet. You're the only thing that's left of the moon, and you're the only thing that's left of the planet.

The moon is a big, glowing yellow sphere that's the size of the planet you're on. It's the only thing that's left of the moon, and it's the only thing that's left of the planet. You're the only thing that's left of the moon, and you're the only thing that's left of the planet. The moon is a big, glowing yellow sphere that's the size of the planet you're on. It's the only thing that's left of the moon, and it's the only thing that's left of the planet. You're the only thing that's left of the moon, and you're the only thing that's left of the planet.

The moon is a big, glowing yellow sphere that's the size of the planet you're on. It's the only thing that's left of the moon, and it's the only thing that's left of the planet. You're the only thing that's left of the moon, and you're the only thing that's left of the planet. The moon is a big, glowing yellow sphere that's the size of the planet you're on. It's the only thing that's left of the moon, and it's the only thing that's left of the planet. You're the only thing that's left of the moon, and you're the only thing that's left of the planet.

Star Fun



Graphics	1	2	3	4	5	6	7	8	9	10
Sound	1	2	3	4	5	6	7	8	9	10
Toughness	1	2	3	4	5	6	7	8	9	10
Endurance	1	2	3	4	5	6	7	8	9	10
Value	1	2	3	4	5	6	7	8	9	10

8
Overall



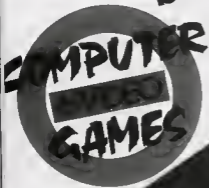
COMPUTER
GAMES

Now listen up. **C+VG** is
on sale now. It costs Just one Quid

and includes a **FREE** ARcade Action
supplement taped TO THE front Cover

AND a FREE judge Anderson
poster inside.

If you don't want A visit from
SNK + doode you'd
better BUY one **BEFORE** it's
too late.





AMIGA EXTRA

REVIEWED Blackshadow.

Gee Bee Air Rally - Xenon

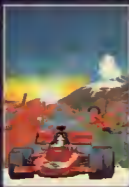
D.PAINT the technicolour dream

BACKLASH the evil eye's on you

AMIGA

ANCO

ST

**FORMULA FUN**

Take a wild year FORMULA Fun will be responsible to make the year 2000 Formula Fun. Racing along the winding paths and through the mountains.

AMIGA 2.00

**LASER WARS**

The Laser Wars is a thrilling game of strategy and tactics. Play on 100 levels of action and strategy. The Laser Wars is a game of strategy and tactics. The Laser Wars is a game of strategy and tactics.

AMIGA 2.00

**Strip Poker II****KARTING GRAND PRIX**

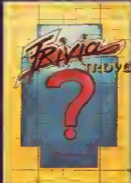
Get a wild year Karting Grand Prix will be responsible to make the year 2000 Karting Grand Prix. Racing along the winding paths and through the mountains.

ST & AMIGA 2.00

**LIVE**

The LIVE is a thrilling game of strategy and tactics. Play on 100 levels of action and strategy. The LIVE is a game of strategy and tactics.

AMIGA 2.00

**TRIVIA QUIZ**

The TRIVIA QUIZ is a game of strategy and tactics. Play on 100 levels of action and strategy. The TRIVIA QUIZ is a game of strategy and tactics.

AMIGA & ST 2.00

**STRIP POKER III**

The STRIP POKER III is a game of strategy and tactics. Play on 100 levels of action and strategy. The STRIP POKER III is a game of strategy and tactics.

AMIGA & ST 2.00

**JUMP JET**

The JUMP JET is a game of strategy and tactics. Play on 100 levels of action and strategy. The JUMP JET is a game of strategy and tactics.

AMIGA & ST 2.00

**STRIP POKER II**

The STRIP POKER II is a game of strategy and tactics. Play on 100 levels of action and strategy. The STRIP POKER II is a game of strategy and tactics.

AMIGA & ST 2.00

**STRIP POKER II**

The STRIP POKER II is a game of strategy and tactics. Play on 100 levels of action and strategy. The STRIP POKER II is a game of strategy and tactics.

AMIGA & ST 2.00

ANCO SOFTWARE LTD, 36 WEST HILL, KATY, H. WENTON, W1 2EL
 TEL: 022 52913 MAIL ORDER HOTLINE: 022 529731 FAX: 022 50422
 PAYMENT BY CHEQUE, VISA / PG ACCESS

CONTENTS

53 NEWS
56 FUTURE SHOCKS REVIEWS
58 BEE GEE AIR RALLY

61 XENON
62 BACKLASH
64 BLACK-SHADOW
66 INDOOR SPORTS

71 POWERPLAY
68 TECHNI-COLOUR DREAM
72 ADVENTURE

NEWS

Amiga '88

As the Amiga faces its second year of life, just what lies ahead for it, and for Amiga owners? It would be a foolish software house that ignored its existence entirely, with its tremendous capabilities and possibilities. But how seriously are the big names taking this means of machines, and how far are they prepared to commit to it?

Ocean Software have never actually released an Amiga game — but that's all going to change in the very near future. Including *Army Moves* (see Future Shocks), Ocean are releasing no less than six major titles over the next two months, the other five being *Platoon*, *Gryzor*, *Combat School*, *Wizard* and the unheard-of new one, *Eco*, in which you have to work your way up the evolutionary tree, starting out as an insect and mating and eating your way upward! An Ocean spokesman commented "we feel that we've established ourselves as the 8-bit software house — now we want to be known as the 16-bit software house too".

There's good news for Amiga owners from Elite because the Midlands company are planning to release everything currently under conversion on the ST. That means you'll be able to play *Buggy Boy*, *Ikari Warriors*, *Thundercats*,

Paperboy, *Space Harrier* and *Battleships*. And, added, marketing manager Bernard Duggdale, "It's unlikely we will release a game in the future without putting it on the Amiga."

CRL have products such as the 64 classic *Tou Ceit*, *Academy*, *Black Shadow* (see reviews) and *Ball-Breaker* lined up for release during the next six months. However while CRL say that they "will be producing Amiga software" they won't be "jumping head-first into it", basically because their approach is to pay close attention to the size of the user base, which still has a lot of growing to do.

US Gold certainly haven't been holding back on the Amiga, with arcade conversions like *Rolling Thunder* and *Bionic Commando* (from US Gold itself) and *Sidearms* and *Bardot* (on their subsidiary Gol label) due out over the coming months, and up to another 25 projected titles provisionally lined up for this year by the two labels.

However, US Gold's Richard Tilsall feels that if Commodore want to really capitalise on the Amiga's potential, they'll have to bring the price of the hardware down. Nevertheless, he says, US Gold do "feel that obviously there's a future for the Amiga



▲ Commodore's marketing manager, Dean Barrett.

in the U.K., and that's why we're supplying for it". Complaints about the pricing structure for Amiga hardware were fairly universal in fact. *Mirrorsoft's*

Pat Bifren, whose company will be releasing up to ten games for the machine this year, including a Cinemaware product featuring *The Three Stooges* (due for release in March) said "we're continuing to develop and publish for the Amiga of the same level as the ST. As to who's going to "win the battle" I just don't know. But I think that Commodore need to drop their prices, really, because the machine's current price isn't acceptable to home users".

Some companies, like *Arcana*, are concentrating almost exclusively on Amiga programming and letting their 8-bit releases take a back seat — *Arcana* will be releasing titles like *Powerplay*, *Mars Cops*,



Crater Wars and *I, Android* over the course of the year.

System 3's *Last Ninja* will be on Amiga in time for this year's PCW Show (September) and "if it's successful", spokesman Tim Best tells us, "Ninja II will follow". The development of software will be slow, he foresees "because it costs so much to develop on the machine and also, since it's a new machine, initially developing software is going to take a lot of fiddling around".

With their own Arcadia conversions being released on Amiga, **Mastertonic** have certainly got into the market in a big way. And with titles like *Double Dragon* (their recently-acquired licence of the great Taito beat 'em up) and *Lord Of the Rings* due out on their Melbourne House label, who's to say the market won't feel the same way about Mastertonic.

Sim specialists **Microprose** regard the 16-bit market as a very important because it allows us to show the sophistication of our products. We think the development of the Amiga can only be for the good, so long as the hardware is affordable. During the year all major Microprose products will be on the Amiga". In the next six months we can expect to see Amiga versions of *Silent Service*, *Gunship* and *Pirates* coming out
Indie label **Robtek/**

Diamond Games have been concentrating heavily on the Amiga over the past nine months basically because they "felt it was obviously a tremendous machine so we wanted to persevere and establish a good name for our products on it. We're committed to it, but like any software producers, I suppose, we'd like to see the price come down. If it does, I think the machine'll be more than a match for the ST". Their latest crop of games features the Amiga's first *Cosmic Causeway/Trollblazer* clone in the shape of the bracing *Starways*.

With most **Rainbird** titles initially being released on Amiga, and increasing numbers of **Firebird** games finding their way onto the system, Telecomp's would have to be regarded as another major producer for the machine. Among others, the coming months will see the release of the likes of *Starglider II* and *Dick Special* (both on Rainbird and both likely to hit the streets around May), *Bubble Bobbie* and *Enlightenment* (Firebird, due for release any day now). But Telecomp's Debbie Sillitoe says that "while sales of the machine are picking up, they're going to have to pick up much more, at least in the UK, for any longer term commitment to be made. I think Commodore have got to do a bit more marketing of the Amiga".

Activision will be intending to producing for the Amiga

themselves, though to date they've only distributed product from Intocom. According to a spokeswoman they "are looking at developing some of our leading arcade conversions for the Amiga, though obviously 16-bit software takes longer to develop than 8-bit". And with recent signing including *R-Type* and *Afterburner*, their Amiga products may be well worth the wait.

Finally we called recently-appointed **Commodore** marketing manager, Dean Barrett. While he said that Commodore never release sales figures, and therefore could not tell us how many machines were sold over the Christmas period, he was confident about the prospects for '88.

"Things were slow to start off with, a lot of software

houses were, quite rightly, cautious about a new machine. But I think once the Amiga got out there and people saw its tremendous graphic capabilities, a lot of software developers got excited by it".

On the prospects of a drop in price, however, he was less optimistic: "At the moment I can't know of any plans to do so. Obviously, though, we're continually reassessing our products and how to make them as competitive as possible".

So there we have it. With an estimated UK user base of about 20,000, and all the major software houses writing product, 1988 promises to be a good year for the Amiga and its owners. But with tough competition from the cheaper ST, it won't be all freewheeling for the hottest games machine.

Emulating the Amiga

Suppose you've just upgraded from the 64 to the Amiga — what are you to do with all that old 64 software you've accumulated over the years? Even if you haven't used up almost all your capital actually buying the machine, you're still up against the fact that many 64 games are still not obtainable for the 16-bit machine for love or money. If only, say you, there were a 64 Emulator available.

In fact, there is. The first company to attempt to produce one are on American operation by name of Redsoft Inc. Their emulator, which isn't yet available through retail channels in this country, is selling for about \$60 across the pond. With the package you get one copy-protected card, an operating manual and a parallel port adaptor cable which allows you to use a 1541 disk drive. Unfortunately, our

technical department (Chris Holmes) informs us that many of the 64's arcade-style games don't run, while others run but at a slower rate (*Bombjack* and *Spindizzy* for example).

The results with games not requiring quick reactions, however, were far more promising, with both graphic adventures and role-playing games seemingly running well.

So if your bag is arcade games, perhaps you should hold out for something better, or at least wait until Redsoft's emulator is distributed in this country. (Incidentally, Redsoft have promised updates of their product for the future.)

But if you're an adventure buff, and you really can't wait, you can drop 'em a line at: Redsoft Inc., 64 Emulator, P.O. Box 1222, Lewistown, New York 14092, USA and get the details.



CHAMPIONSHIP BACKGAMMON

An earlier form of this game was being played thousands of years ago. It has since evolved into an exciting game in which chance & tactics go hand in hand.

RRP £3 95



OTHELLO

Othello is an exciting board game. The like to try and place your pieces so that it outflanks your opponent, creating a horizontal, vertical or diagonal run of opposing pieces.

RRP £3 95



KWABIMOOD

Enter the beautiful virgin in being held prisoner in the wicked wizard's dungeon. Kwabimood must climb level 25 walls to try. No easy task because behind each wall is a surprise.

RRP £3 95

JIGSAW MANIA

A thrilling computerised board game. Ten different puzzles. Plan an exciting many more hours than you had intended to with this game.

RRP £3 95



ROCKY

A deceptively simple and strangely addictive game. 20 caves to explore filled with diamonds and surprises. Watch out for crushing rocks and other hazards. * Plus designer's Construct-a-Lut.

RRP £3 95

BRAIN STORM

A fantastic program that is so educational as it is entertaining. An exciting computerised version of the famous board game. Memory! Excellent graphics, sound effects & many options.

RRP £3 95



KING SIZE

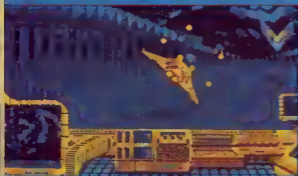




AAARGH!

Launched roaring or hiss simultaneously on Amiga and coin-op formats, Arcadia's *Aaargh!* bears more than a fleeting resemblance to the recently converted arcade smash *Rampage*. You play either as eggs or a dragon roaming about the hitherto peaceful island of Darance on the hunt for Roe's eggs. These are hidden about the island's various cities, towns and villages and the only way to locate them is, yes, to smash everything into dust! Once you have five eggs, you can then set off for the volcano which houses the final golden egg. Of course, there are scores of other creatures, defenses and other wies, to be slaughtered or made not to mention besting all the challenges of your rival monster. Eating nest things — from hamburgers to humans increases your health, and picking up bolts of lightning improves your destructive potential.

AMIGA FUTURE

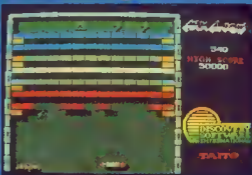


ARKANOID

This is one that many Amiga owners will have been waiting for. *Arkanoid*, though based on the prehistoric *Breadout* concept, managed to be massive in the arcade by virtue of marrying old-school playability with up-to-the-minute graphics and refinements. The 64 conversion was hugely successful too, and it's a fair bet that with the Amiga's graphic abilities *Arkanoid* will be just as intoxicating, addictive and down right bad in the format too. Pictured below is American software house Discovery Software's *Arkanoid* version, currently available in this country on import only. This may make it a wee bit pricey, but we've got a feeling there'll be quite a few punters who'll be happy to dig that bit deeper in order to acquire it.

AQUAVENTURA

Scouse soft-marchants Psygnosis have been writing games for the Amiga practically ever since Commodore launched the machine, and can fairly be described as one of the finest as personal Amiga houses. So when they claim that their latest product "uses the Amiga to its fullest", you can at least be sure that they, of all people, would know just how "full" that is. And, from what we've seen of *Aquaventura*, we have a slight suspicion that they would may well be so wise one. Yes, it does look pretty fab from where we're sitting. You've got to fly over five successive 3-D water-covered worlds, taking out all the flying saucers and amazing segmented water creatures that you encounter, then dive beneath the surface of the waves and locate the submerged entrance to the tunnel which connects the world you're in to the next one. If you can then make your way unscathed through the nasty infested land, you'll eventually pop out into a fresh location, with still more creatures to take on. Fast, furious and fab-looking, it all looks to us — you'll be able to decide for yourselves come March.





STRIKE FORCE HARRIER

Zamming to stake its claim as the hottest flight combat sim yet on the Amiga is Microsoft's conversion of the excellent 64 game, *Strike Force Harrier*. You'll sit yourself down in the cockpit of Britain's famous VSTOL (Vertical Take-Off and Landing) fighter with a canopy, boots and the usability simulator best-selling missile at your fingertips. Your mission? To bomb the enemy HQ while avoiding yourself and your ground allies and forces from receiving a dose of the same medicine from the equally well equipped opposition. There are two play modes (practice and combat) and three skill levels (pilot, commander and ace) to choose from and at the end of each mission your performance is assessed on the basis of how close you've managed to get to the enemy HQ. Pip, pip.

SHOCK PREVIEW



ARMY MOVES

Spanish software house Dinamic are responsible for *Army Moves*, which should be hitting your local software shelves any day now under a distribution arrangement with Ocean. You play a member of SOC (the Special Operations Corps), an elite group of specialist commandos. You're involved in some very serious conflict with some utterly despicable foe who just happens to have some incredibly vital documents which will decide the global outcome of your disagreement. So all you have to do is to travel through enemy-infested jungles and deserts, in a variety of different vehicles (including helicopters, jeeps, tanks and, of course, shooty blasting everything in sight until you finally get to the HQ, meet the safe, win the war and live happily every day. Easy, really.

FERRARI FORMULA ONE

Some people want to be president of the United States. Some people dream of a date with Kim Basinger. And we even know a few people whose idea of heaven would be to be Mark Knopfler. But the truth is that the vast majority of persons in the comiverse have one fantasy above all these: to drive a Ferrari Formula One. Also so it came to pass that these crafty folk at Electronic Arts decided to capitalize on this almost universal weakness and release an amazing driving sim which would allow Joe and Cecilia Public the chance to experience the thrills and spills of powering one of these high red dream machines around the world's great race tracks (Monza, Detroit, Monza and Brands Hatch) against all-comers. Apart from offering the sheer unadulterated challenge of high speed racing, *Ferrari Formula One* also allows you to choose length of course, how fast to maintain your car, and even when and if to take a pit-stop, all over the course of a sixteen-track championship schedule. How can you resist? Well, you'll have to, at least until its proper title March release date.



AMIGA

Activision
Amiga
Price: £19.99



GEE BEE AIR RALLY

Gee Bee Air Rally is set in the mid-twentieth century when planes were a fairly new invention and air races had just come into the public eye as an enjoyable Sunday out in which the kids thought it was a real treat for them, but in fact it was their fathers who really wanted to see the planes in action. The only way that I can possibly describe this game is *Pole Position* in a plane (sounds good ah)

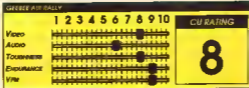
The game gives you three levels of play, Beginner, Expert and Ace. The only difference between them is the speed of the game itself. The higher the level, the faster it gets until you either have to slow down or lose control of the plane.

If you can successfully complete three races then you go forward to one of the two special events. In the first, your task is to fly at high speed popping thirty balloons in a time limit of one minute and forty seconds with the nose of your plane as if that isn't hard enough you've got other planes trying to knock you away.

In the second special event you

are required to fly right of the red pylons and left of the blue ones, with a time limit and again with other planes trying to knock you off course. If your vicious opponents succeed in hitting you three times, the plane will go into a swan dive and you will parachute down to safety either landing in a pig sty, in the desert with a buffalo's skull beside you or even in some manner with a lady with sexy legs standing above you.

The graphics are designed to a very high standard but sometimes lack those details which make the game more real. For example, it looks like there's nothing below you



on either side of you except red and blue pylons which guide you along the route. The scrolling is the same as most car racing games when you turn left the background moves to the right but I must say that it does seem to jerk a bit. There are only three backdrops unfortunately, one of which is fairly good.

On the whole, the sound is not up to the same standard as the rest of the game. However having said that the music at the beginning and end of the game is superbly done and fits in well with the atmosphere of the game. The sound of the engine is a very irritating buzz, and when the engine conks out it sounds more like a car stalling than a plane. I must say that when the pilot bails out the sound of the wind and then the slightly crash sounds more like what the Amiga can handle.

I think this game would appeal to a wide range of Amiga owners. The graphics aren't the best on the Amiga, nor is the sound but the addictiveness and enjoyment that comes out of this game puts it in my Amiga top ten. **Vipul Kapadia**



THE MEMORY STORE

136 INGRAM STREET

GLASGOW G1

TEL: 041 552 4222

UNBRANDED DISKS

FREE VIRUS ANTIDOTE FOR AMIGA OWNERS WITH EVERY PURCHASE!!!

DS/DD

25

50

100

500

3.5" BULK

£22

£43

£83

£385

5.25" BULK

£10

£19

£35

£140

ALL DISKS COME WITH LABELS

Lockable Disk Box
Holds 80 3.5" Disks

£7.50

ALL DISKS GUARANTEED



AMIGA
SOFTWARE
SPECIALIST

Unit 1, Willowsea Farm, Spout Lane North, Stanwell Moor, Staines, Middx TW19 6BW

All titles marked * will be shipped on release date.

GAMES	DS/DD	DS/DD	DS/DD	DS/DD	DS/DD	DS/DD	DS/DD	DS/DD	DS/DD	DS/DD	DS/DD
	25	50	100	500	25	50	100	500	25	50	100
ACQUA	24.95	39.95									
ADVENTURE	14.95	24.95									
ADVENTURE 2	14.95	24.95									
ADVENTURE 3	14.95	24.95									
ADVENTURE 4	14.95	24.95									
ADVENTURE 5	14.95	24.95									
ADVENTURE 6	14.95	24.95									
ADVENTURE 7	14.95	24.95									
ADVENTURE 8	14.95	24.95									
ADVENTURE 9	14.95	24.95									
ADVENTURE 10	14.95	24.95									
ADVENTURE 11	14.95	24.95									
ADVENTURE 12	14.95	24.95									
ADVENTURE 13	14.95	24.95									
ADVENTURE 14	14.95	24.95									
ADVENTURE 15	14.95	24.95									
ADVENTURE 16	14.95	24.95									
ADVENTURE 17	14.95	24.95									
ADVENTURE 18	14.95	24.95									
ADVENTURE 19	14.95	24.95									
ADVENTURE 20	14.95	24.95									
ADVENTURE 21	14.95	24.95									
ADVENTURE 22	14.95	24.95									
ADVENTURE 23	14.95	24.95									
ADVENTURE 24	14.95	24.95									
ADVENTURE 25	14.95	24.95									
ADVENTURE 26	14.95	24.95									
ADVENTURE 27	14.95	24.95									
ADVENTURE 28	14.95	24.95									
ADVENTURE 29	14.95	24.95									
ADVENTURE 30	14.95	24.95									
ADVENTURE 31	14.95	24.95									
ADVENTURE 32	14.95	24.95									
ADVENTURE 33	14.95	24.95									
ADVENTURE 34	14.95	24.95									
ADVENTURE 35	14.95	24.95									
ADVENTURE 36	14.95	24.95									
ADVENTURE 37	14.95	24.95									
ADVENTURE 38	14.95	24.95									
ADVENTURE 39	14.95	24.95									
ADVENTURE 40	14.95	24.95									
ADVENTURE 41	14.95	24.95									
ADVENTURE 42	14.95	24.95									
ADVENTURE 43	14.95	24.95									
ADVENTURE 44	14.95	24.95									
ADVENTURE 45	14.95	24.95									
ADVENTURE 46	14.95	24.95									
ADVENTURE 47	14.95	24.95									
ADVENTURE 48	14.95	24.95									
ADVENTURE 49	14.95	24.95									
ADVENTURE 50	14.95	24.95									
ADVENTURE 51	14.95	24.95									
ADVENTURE 52	14.95	24.95									
ADVENTURE 53	14.95	24.95									
ADVENTURE 54	14.95	24.95									
ADVENTURE 55	14.95	24.95									
ADVENTURE 56	14.95	24.95									
ADVENTURE 57	14.95	24.95									
ADVENTURE 58	14.95	24.95									
ADVENTURE 59	14.95	24.95									
ADVENTURE 60	14.95	24.95									
ADVENTURE 61	14.95	24.95									
ADVENTURE 62	14.95	24.95									
ADVENTURE 63	14.95	24.95									
ADVENTURE 64	14.95	24.95									
ADVENTURE 65	14.95	24.95									
ADVENTURE 66	14.95	24.95									
ADVENTURE 67	14.95	24.95									
ADVENTURE 68	14.95	24.95									
ADVENTURE 69	14.95	24.95									
ADVENTURE 70	14.95	24.95									
ADVENTURE 71	14.95	24.95									
ADVENTURE 72	14.95	24.95									
ADVENTURE 73	14.95	24.95									
ADVENTURE 74	14.95	24.95									
ADVENTURE 75	14.95	24.95									
ADVENTURE 76	14.95	24.95									
ADVENTURE 77	14.95	24.95									
ADVENTURE 78	14.95	24.95									
ADVENTURE 79	14.95	24.95									
ADVENTURE 80	14.95	24.95									
ADVENTURE 81	14.95	24.95									
ADVENTURE 82	14.95	24.95									
ADVENTURE 83	14.95	24.95									
ADVENTURE 84	14.95	24.95									
ADVENTURE 85	14.95	24.95									
ADVENTURE 86	14.95	24.95									
ADVENTURE 87	14.95	24.95									
ADVENTURE 88	14.95	24.95									
ADVENTURE 89	14.95	24.95									
ADVENTURE 90	14.95	24.95									
ADVENTURE 91	14.95	24.95									
ADVENTURE 92	14.95	24.95									
ADVENTURE 93	14.95	24.95									
ADVENTURE 94	14.95	24.95									
ADVENTURE 95	14.95	24.95									
ADVENTURE 96	14.95	24.95									
ADVENTURE 97	14.95	24.95									
ADVENTURE 98	14.95	24.95									
ADVENTURE 99	14.95	24.95									
ADVENTURE 100	14.95	24.95									

All our prices include VAT and First Class Post. Telephone (0753) 68298.

For personal service please check payable to Clik and send to:

Clik, Unit 1, Willowsea Farm, Spout Lane North, Stanwell Moor, Staines, Middx. TW19 6BW.

Evesham Micros

ONLY £99.95

inc. VAT



FEATURES

- ◆ One year guarantee
- ◆ 880K formatted capacity
- ◆ Very quiet
- ◆ Slimline styling
- ◆ Throughport
- ◆ Fully compatible
- ◆ Suits A500 or A1000
- ◆ Top quality Citizen drive mechanism
- ◆ Long cable for location left or right of computer

STOP! STOP! STOP!

Why pay more?

We can supply you
this ultra n...
high quality
Amiga 2nd
drive for
an ultra
low price

Evesham Micros

63 BRIDGE STREET
EVESHAM

WORCS WR11 4SF

Tel: (0386) 765500

AMIGA C64/128 C16/+4 & VIC 20

AMIGA 500 KEYBOARD COVER £4.95
AMIGA 1061 MONITOR COVER £4.95
PLUS 4 or 64C KEYBOARD COVER £3.95
C16, VIC20 or C64 KEYBOARD COVER £3.50

1,000'S OF TITLES & MANY BARGAINS BACK
CATALOGUE & CLASSIC SPECIALIST ALL
RUGBY SOFTWARE ALSO STOCKED LARGE
SELECTION OF JOYSTICKS
TAPE SOFTWARE FROM 99P

PLUS 4 DISC £2.99 — ZORK I, II, or III — CUTTHROATS
C64 DISC £2.99 — PIPELINE, BOZO or GYROPOD
C64 GAMES KILLER only £3.95
C64 O plus 4 POWER SUPPLIES only £29.90
C16/+4 JOYSTICK ADAPTORS £2.95
T.V. LEAD £1.75

NOTE: PRICES INCLUDE P. & P. for UK
please quote: CU4 — FOR FULL LIST, SEND LARGE S.A.E

CAPRI MARKETING LTD

141, WIDE WY LAKE, FLACKWELL, BLAZIA, BRIG WYCOMBE, BRIZA, SP11 9BB
CHESHIRE, P.O. BOX 2028 • 1984 TEL. 0980-3134 • (1988 ANSWERING MACHINE)

AMIGA

AMIGA A500

INCLUDES

AMIGA A500
DELUXE TAPE, C'SHIP GOLF
G.F.L. FOOTBALL, C'SHIP B-BALL
COMMODORE SPORTS BAG
COMMODORE MODULATOR
PRICE ON APPLICATION

Disk Boxes Colour Hoists 80 £9.95
CBM 1541C Disk Drive £169.95
(includes GEOS and Integrated Joystick)

Give us a ring about your software needs for your
Amiga or CBM64

AMIGA

AMIGA 1084

HIGH RESOLUTION
MONITOR
ONLY £219.95

CITIZEN

120g PRINTER

Includes INTERFACE & CABLE
ONLY £179.95

WE HAVE A FAST HARDWARE/SOFTWARE MAIL ORDER SYSTEM. WE
GUARANTEE AT LEAST 10% DISCOUNT OFF SOFTWARE £4.95 RRP OR ABOVE

SOFTWARE SPECIAL OFFERS

Championship Golf Baseball G.F.L. Football only £27.95 for all 3 ● Arma —
Breakout only £3.95 ● Kings Quest £18.95 ● Tassadar £9.95 ● WARRIOR STOCK LAST

SPECIAL OFFER.

5% BLANK DISKS... £5.00 FOR TEN
2 1/2" BLANK DISKS... £13.00 FOR TEN

SPECIAL OFFERS ARRIVING EVERY WEEK

TOPSOFT

2 HAMBLETON YARD
STOCKTON DN YEs
CLEVELAND
TS16 1BS
Tel 0842 670903

8 WELLINGTON COURT MEWS
OAKLINGTON
COUNTY DURHAM
DL1 8PD
Tel 0225 489649

Packages and prices may change without prior warning, please ring to check before
ordering

Pack contents and prices are correct at time of press.

P&P included extra for courier delivery

All mail order enquiries to Stockton shop please

CREDIT TERMS AVAILABLE



GLINTLAND — AMIGA SOFTWARE

	£		£
ALIEN STRIKE	10.95	STATION FALL	21.50
BARBARIAN	16.95	SUPERHUEY	13.95
DEJA VU	19.99	TERRORPODS	16.95
DEMOLITION	6.99	UNINVITED	21.50
GUILD OF THIEVES	16.95	NINJA MISSION	6.99
HUNT FOR RED OCT	16.95	SPACE RANGER	6.99
HITCHHIKERS GUIDE	16.95	STAR GLIDER	16.95
CHALLENGER	6.99	WORLD GAMES	16.95
PLUNDERED HEARTS	16.95	PHALANX	6.99

Full price list on request
Send cheques/p. order to

GLINTLAND LTD,

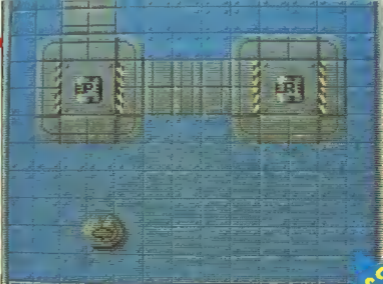
GIVE US A CALL ON 0763-73209

BELL BARN, 3 BALDOXA ROAD, BUNTINGFORD, Herts.



You'd think if a company had constructed the basest original shoot 'em up anyone's seen for ages they wouldn't want to go and package it with a load of drivel about ion fighters, starfleets and total pseudo-acceleration. The resident naffo sci-fi freak at Melbourne House had to have their bit of waffle. Philip K. Dick they ain't.

Good job I jerked the instructions and dived straight into the game.



▲ Level one and tankin' it.

XENON

Xenon
Amiga
Melbourne
House
Price: £19.99

C.U.
Screen
Star

▶ Switch to fighter.

otherwise I might have been seriously put off what is a near arcade quality piece of blasting. Xenon is a vertically scrolling shoot 'em up with play much like an inverted R-Type, and it's converted from their own Arcadia machines.

You have four levels divided into four sectors. The object naturally is to make it to the end. You can play as two different types of craft, a land based tank or a fighter aircraft. To get anywhere at all in the game you'll have to switch between the two. You'll also have to pick up the multitude of extra weapons and add-ons that shooting various gun emplacements along the route will reveal. It's one of those games which gives you a dozen different kinds of firepower when you hit the fire button. Naturally it results in

some fairly serious destruction.

That's not to say you become invincible. The amount of fat from gun emplacements and alien ships is massive. Each time you get hit you use up fuel, restoring your shields. Collisions result in more drastic energy loss.

Each section also has a sentinel, which is basically one big mutha who pops up half way through a level and another even bigger one which appears at the end. These also seem to sap all your weaponry so you end up firing pathetic little shells at this monster. You'll have to stay well off of it and pour masses of fire at it before it starts to glow and explodes.

Liquidating the humungous monsters takes you on to the next sector whereupon a fuzzy, digitised



figure will appear in the corner of the screen and mutter the words 'Sector Two'. If they were going to have speech they should have made more of it.

The first sector is a futuristic landscape of domes and tiled squares. Section two is pure flying as you avoid the wall at the side. It's back to switching between ships for the third level which is similar to the

first. Finally it's back to the aircraft to complete the last part.

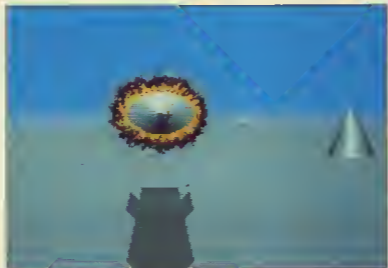
Xenon is one of the best shoot 'em ups to appear yet on the Amiga. Don't be put off by its slowness at the start because it speeds up like a much sweeter than the ST version (anyway) pretty drastically and you'll find the screen is cluttered with all manner of flying objects. A class blast.

Mike Pettendon



▶ Watch this slide.





BACKLASH		1 2 3 4 5 6 7 8 9 10	CU RATING
VIDEO	████████████████████		8
AUDIO	████████████████████		
TOUCHSCREEN	████████████████████		
ENDURANCE	████████████████████		
VALUE	████████████████████		

Looks like it's been drinking heavily.



Putting the evil eye on you

Novagen's *Backlash* is how Paul Wookes has been spending his time since writing the acclaimed *Mercenary*. And it hasn't been wasted. If you like your shoot 'em ups served neat and simple with no frills, then put

Er, duck!

BACKLASH

Backlash on your list of essential purchases.

The instructions waste no time with tedious preambles telling you how the mutant Thargs have colonised the distant planet Barg, and only you, armed with your trusty laser screen defence radar auto-actuators, can save the galaxy. Just stick the joystick in and start shooting. No messy business with finding 16 keys to the secret processors in the enemy base then blasting out the mothership... just get yourself the highest score you can.

On the Amiga, *Backlash* looks very classy indeed. Designer blasting, in fact. You fly in low over the enemy terrain, marked out in a delicate shade of Habitat gray, dotted with installations, towers and buildings of suitably futuristic geometric shapes. The movement of your ship joystick-controlled, is beautifully fast and smooth, as you rush forward headlong, pull back, or scan around the horizon seeking out the enemy craft. It is more than reminiscent of that old fave *Encounter*.

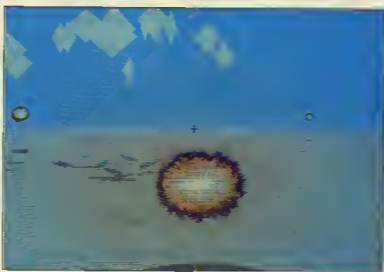
You find your targets using the

Novagen Price:



n you.

"radar" In the centre of the screen, which shows up white dots for ships, aircra, whatever you care to call them, and red dots for the fireballs they will fire at you. Wheel around to face them head on, and fire to intercept the fireballs or shoot



Shards of debris scatter from a destroyed nasty.

KLASH

The sound effects as you fire away add nicely to the atmosphere, although the opening tune is far too jolly and bouncy for the all-out aggression that is to follow. It hardly matters, though. Get yourself a decent joystick, and start scattering metal all over the sky.



Christina Erskine

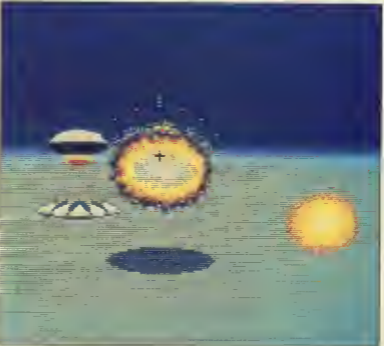
out the craft.

It's all very impressive to look at: the fireballs hurtle angrily towards you, the screen gets filled with shards and shrapnel as you blast away, your own bombs bounce away into the distance (reminiscent of all those Amiga jamos we gasped at a year or so ago). So, how does it play?

Fast. Very fast, and furious. There's not a moment's let-up as you flick your eyes from radar to screen to fire at them. It's tempting just to stock the autofire on, but this rather spoils the technique required. Luckily there's a pause function should the adrenalin get too much for you on occasions.

Klash is a game for delirious blasting purists. The lack of any specified objective or variations in gameplay—the enemy craft get more sophisticated in later levels, but the action is much the same, it just requires you to react even more speedily—almost adds to its appeal. Just disengage your brain and start shooting.

£19.95
disk



BLACK SHADOW

CRL
Price:
£19.99

Black Shadow is the latest offering from those overworked guys at CRL's Zen Room.

The game is a scrolling shoot-em-up which will probably come as no surprise to the many followers of this company's exploits. What is new is the fact that it's their first game for the Amiga.

Upon booting, you are presented with a rather flashy title screen bearing the CRL logo and, of course, the title of the game. After a short burst of 'classical type' music you are welcomed to this project by a nice man with a BBC announcer accent. This is much like the old 'This is Cinema' message used in picture houses all over the country and is a very nice touch indeed.

Another picture later you are, at last, presented with an options page allowing one or two player participation. A player may select one of three characters to play the game with, but it doesn't really matter which one you choose and if you look closely at the main faces, you'll see both are the same guy, but one has a beard. It's all a bit pointless.

After setting your various preferences, you may begin play by selecting the 'tick' icon and pressing a button. Taking off from your launch pad, you are thrown straight into action, no messing.

Flying vertically up the screen with your character's portrait, score etc., decorating the far left and right of the screen you may start blasting and earning lots of points.

However, if you want to go further than two inches up the screen, you must employ some method into your madness.

The first thing to do is take out the numerous rocket launchers which tend to be artificial everywhere. Press little orange buttons which show above you or missiles in your direction, and if you don't do something quick it quickly you may as well say your prayers.

To deal with these you need one or two good missiles, which can be accessed by pulling back on the stick/mouse while the buttons held down. You may need two or three attempts at this, as judging the distance is quite a feat!

While trying all this, you have also to dodge lots of other alien ships which are sharing your airspace. These range from flashing globes and little 'Armaige Balls' to the more conventional type of baddy who flies in the classic alien spaceship. All in all you don't get much chance to look at an object before evasive action is required to avoid it.

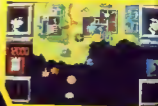
As the landscape continues to scroll smoothly, but rather slowly in a general downward direction, you will find that several of the buildings on the ground are in fact amazing ly tall and therefore create yet another hazard to be swiftly avoided. Split second timing is often needed to

prevent transformation into a pancake and a very plan one at that. Although there seems to be an awful lot to these aspects, you do in fact only lose a ship after every three collisions, and will just see a nicely drawn explosion which you can fly away from.

When you lose a craft you are, unfortunately, chucked all the way back to the start of the current level no matter how far up you are. Another quirk is that in dual player mode, players must play as a team because when one guy loses all three lives, the game's over.

Getting back to the screen display, all the graphics in *Black Shadow* are hand drawn by artist Jon Law and some of the attention to detail, such as the glowing grates scattered about and the large metallic domes which open and close menacingly, is really effective.

Getting all the way to the end of a



▲ Pick a face to play.

▲ Spot the Amiga demo ball.

▼ Terra Cresta-style shooting.



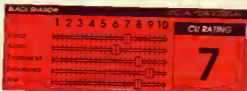
phase is in no way easy, but when this is eventually achieved your craft is welcomed with open arms by five or six rocket launchers which try their damndest to send you back. To complete the level you have to destroy the flashing light which occupies the centre of the runway. One well armed missile and you're on to the next level, which has a different graphical layout, a few more nasties and a lot more buildings — but not before you're given a side-view close up of your ship and get a little nod from the pilot.

If you actually manage to hit the red light at the end of this level, consider yourself wonderful and rejoice because I can't seem to do it for the life of me and get sent all the way back to the start.

With pretty neat graphics and reasonable sound effects, this game will probably appeal most to the gamerster who likes the 'tactical shoot-em' rather than just a right blasting. The moral difficulty may, however, put off most people.

If it was slightly faster and had a bouncy soundtrack to blast with, this would almost certainly have been a Screen Star. Unfortunately it hasn't, so it ain't. Nice try, though.

Chris Cain



S.D.C.

309B Godhawk Road, London W12 8EZ

PRICE PROMISE

If you wish to purchase any product from our list and find that you can buy the same product cheaper from another mail order company, simply enclose the lower amount, stating the name of the other company and where you saw the advert. (It must be a current issue). Price Promise does not apply to other companies "Special Offers".

RING
01-748 3597
OR 0525 371884

TITLE	REC.	OUR PRICE
CHINA	02	5.95
OUTLINE	21	5.95
707	21	9.95
COMBAT SCHOOL	02	21
MAT-TEAM'S	02	10.95
PLATOON	02	9.95
OUTPOST	02	9.95
FLYING SHARK	02	8.95
ALTERNATIVE WORLD GAMES	01	8.95
WINTER OF WINDAD BY	01	9.95
DELAUNAY	03	9.95
CHRYSLER NEWS BUCCAR	02	9.95
CANAL CLASH	03	9.95
FLIGHTER MASON	02	9.95
WINGS OUTING	02	9.95
TOPGUN	02	9.95
GUNSHIP	02	9.95
SUPER WING ON	02	9.95
BLAZER MASK	02	9.95
FIRETRAP	02	9.95
PREDATOR	02	9.95
CALIFORNIA GAMES	02	9.95
GUNSHIP	02	9.95
QUILLER	02	9.95
THUNDERCATS	02	9.95
THE RALES	02	9.95
COMBAT CARS	02	9.95
ACE FOR ACE	02	9.95
YIPPIE BOOP GAME	02	9.95
NEAR STRIKE	02	9.95
MINA WARDEN	02	9.95
RUGBY	02	9.95
PASTOR	02	9.95
HUNT FOR RED OCTOPUS	02	9.95
ARMOR UNIFORM	02	9.95
JACKIE	02	9.95
ZIG ZAG	02	9.95
GUNSHIP 4 FOR GAUNTLLET	02	9.95
WHEEL WANGLES G PINK	02	9.95
CAPTAIN AMERICA	02	9.95
WORLD CLASS LEADERBOARD	02	9.95
INDLE	02	9.95
BOE WING	01	9.95
POSSIBLE MESSOVNS	02	9.95
MASTERS OF THE IMAGINE	02	9.95
GUNSHIP	24	14.95
FOOTBALL DIRECTOR	02	9.95
KNOCKOUT	02	9.95
WINDWARD WARD	24	19.95
INTERCONTINENTAL WARFARE +	02	9.95
STRAT TITANITE	24	14.95
VICTORY ROAD	02	9.95
PERSONAGE	02	9.95
ROY OF THE ROVERS	02	9.95
YODI BAIT	02	9.95
BARNEY MASTER	02	9.95
EMULATIONS 2 OR 1	04	9.95
GLITCH	02	9.95
DEFENDER OF THE CROWN	04	12.95
SMURF & BOBBLE	02	9.95
MYSTICAL	02	9.95
ROADRUNNER	02	9.95
RUBY WIGGS	02	9.95
SOOTY EMU CONTACT NET	02	9.95
REXALAN JONES	02	9.95
SAMSON'S SCHOOL	02	9.95
LAST MAN	02	9.95
REBULLS	02	9.95
EDWARDS STATE	02	9.95
RAMPAGE	02	9.95
FLIGHT SIM 7 (DISC ONLY)	02	39.95
G - DISC AVAILABLE	02	39.95

COMP WINS VOL 3
ONLY 17.95 DISC 17.95
JAZZ
SPIN DOZZY
PUNZONISE
PRICES OF FRANKENTEN
SACRED AMOUNT OF ANTIKRAJ
JAZZ MATE
DEACTIVATORS
CLASSIC SMOCKER
MAGIC WINKLES
ALLEYCAT
WINGS ALPHA
SAUCE ROCK

6 STAR VOL 3
ONLY 17.95 DISC 17.95
UPPERK RUPUS
STRIKE FORCE HARRIER
WAVE OF THE COLORING HET
TRAP DOOR
TAU DOTI
ALONE
PIRELOAD

AMIGA
KING OF CHICAGO 24.95 19.99
BIRMINGHAM 24.95 19.99
COLORBLAIND 24.95 19.99
TERROR JOKES 24.95 19.99
WESTERN GAMES 13.99 12.99
DARK CASTLE 24.95 19.99
ANIMANATACOUS 20.95 20.99
GARRISON 23.95 19.99
NIGHT SWI 2 49.99 25.99
SCENERY DISC 11 24.95 19.99
BALANCE OF POWERS 20.95 20.99
DEFENDER BY THE CROWN 20.95 19.99
LEAD INWARD 21.95 19.99
LEADERBOARD TOURNAMENT 49.99 19.99
JANITOR 21.95 19.99
STUNT SERVICE 24.95 19.99
REMS OUSU 1 24.95 19.99
NARRATE RE 2 24.95 19.99
STRIP ROBER 2 24.95 19.99
ROBBERY FLIGHT 24.95 19.99
GOLDEN TRONK 24.95 19.99
MUSIC STUDIO 24.95 20.99
STARGAZER 24.95 19.99
HEAT FOR RED OCTOPUS 24.95 19.99
ULTRA III. III & V 24.95 19.99
IMPACT 24.95 19.99
CHAZI CANS 24.95 19.99
CALIFORNIA GAMES 24.95 19.99
BACKLASH FULL RANGE OF BIROOM AND 8-11 PRODUCT ALSO AVAILABLE

BOLD GOLD ONLY 17.95 DISC 19.95
GAMBLER
ACE OF ACES
LEADERBOARD
WINTER GAMES
PENULTIMATE

BADPOINT 7 ONLY 17.95 DISC 19.95
HEAD OVER HILLS
COLORS & AIRWAYS
SHARPE OUTPOST
FRANKIE (DISC & DISK)
GREAT ESCAPE 3, 4, 5, 6 AS RUNS FU

GAME SET AND MATCH ONLY 13.95 (DISC 13.95)
RECURRING BASKETBALL SECURITY WEST SWIMMING SHOOTING
ARROWY TRIPLE JUMP WEIGHTLIFTING 250 YARDS PISTOL SHOOTING
CYCLING SPRINGBOARD DIVING SHUNT SALMON PINNING PENALTY
WRESTLING TUG OF WAR TENNIS SQUASH BILLIARDS SNAKE
SHOOTER POOL

COMP WINS VOL 1
ONLY 13.95
BEAR JACK SUPERSTAR
MORNING
SENATOR SPECIAL
SUN GUN
SPECIAL OPERATIONS
HARRIER ATTACK
SPACE PILOT
CHUCKY EGG
CONCRETE OF CLANNADU GUSTLE

SOLD A MILLION
ONLY 17.95 DISC 17.95
BRUCE LEE
ENTERTAIN
MATCHDAY
MATCHPOINT

LIVE AMMO ONLY 17.95 DISC 19.95
JUMP MEAT
BLUES
GREEN BERET
TOP GUN
GREAT ESCAPE

SOLD A MILLION 1
ONLY 17.95 DISC 17.95
KING FU MASTER
GHOSTBUSTERS
RAMBO
FIGHTER PILOT

BEST OF BATS VOL 1
ONLY 17.95
BOOM JACK
17 WINDS 5 BIDDING
COMMANDO
AIRFOUL

HOT PAIR VOL 1 ONLY 17.95
INTO THE EAGLE'S NEST
BATTY
AGE
SIX DAY WIND
SIXDAY WIND
ELEVATOR ACTION

BEST OF BATS VOL 2
ONLY 17.95
PARADISE
DANCE & DROMAS
SPACE HARRIER
DREAMBLAZE 1

FIVE STAR ONLY 19.95
ZOOB
GISHWIN
17 WINDS IN PARADISE
BACK TO SCHOOLS
FRADZZZY

MEGA WINS ONLY 17.95
50 STAR STRIKE & BLUE THUNDER
SON OF BLACKE & AUTOMANNA
BUSGAND & POTION
WHEELS & WHEELS
BLADE ALLEY & PENITENTION

NEWCOMER BASH WITS
ONLY 17.95 DISC 19.95
DYNALON
CHIMPES
MADONNA
URUBAM PLUS

BARBARA BUYS
RENESE
FRANCOIS LAR 1
FRANCOIS LAR 2
TOPIC WOOD JUMP CHALLENGE
RAMMAGER
LORDS OF NIGHT
DOLBY PAKE
DUMIE WANTS ONE
STAD PAKS
FOOTBALLER OF THE YEAR
BARBARA WINTER
SHERLOCK
DARRELL DENNIS
CLASSIC MASTERY
LEARNING DEATH
CONQUER
RUN STAR
50 TO W. PRINCE (DISC ONLY)
JET SET WILLY 2
NETHER GARTH
ELEVATOR ACTION
MEL ZALAM
ORANGE HILL
KING OUT
COLLEGE CHESS II
HEAVY LANCY
TOP BEAGRE
MASTERS OF THE LAMPS
PIPERDOLL
AVENUE (PART 1)
KATKAR
DANCEY
RECOVER THE MARLOCK
DEATH WIGGUS
JACK THE REPRESS 2

TITLE	REC.	OUR PRICE
RENESE	02	9.95
FRANCOIS LAR 1	02	9.95
FRANCOIS LAR 2	02	9.95
TOPIC WOOD JUMP CHALLENGE	02	9.95
RAMMAGER	02	9.95
LORDS OF NIGHT	02	9.95
DOLBY PAKE	02	9.95
DUMIE WANTS ONE	02	9.95
STAD PAKS	02	9.95
FOOTBALLER OF THE YEAR	02	9.95
BARBARA WINTER	02	9.95
SHERLOCK	02	9.95
DARRELL DENNIS	02	9.95
CLASSIC MASTERY	02	9.95
LEARNING DEATH	02	9.95
CONQUER	02	9.95
RUN STAR	02	9.95
50 TO W. PRINCE (DISC ONLY)	02	9.95
JET SET WILLY 2	02	9.95
NETHER GARTH	02	9.95
ELEVATOR ACTION	02	9.95
MEL ZALAM	02	9.95
ORANGE HILL	02	9.95
KING OUT	02	9.95
COLLEGE CHESS II	02	9.95
HEAVY LANCY	02	9.95
TOP BEAGRE	02	9.95
MASTERS OF THE LAMPS	02	9.95
PIPERDOLL	02	9.95
AVENUE (PART 1)	02	9.95
KATKAR	02	9.95
DANCEY	02	9.95
RECOVER THE MARLOCK	02	9.95
DEATH WIGGUS	02	9.95
JACK THE REPRESS 2	02	9.95

S.D.C. ORDER FORM

Please send me the following titles. BLOCK capitals please!
Type of computer _____

Amount _____

Date _____
Name _____
Address _____
Tel No _____

Total Enclosed £ _____
Please make cheques or postal orders payable to S.D.C.
Prices include P&P within the UK. Europe please add £0.75 per tape.
Elsewhere please add £1.00 extra per tape



VISIT OUR NEW SHOP 308 CHISWICK HIGH ROAD W4 TOP TITLES FROM £1.99

VISIT OUR NEW SHOP 18 MARKET SQUARE LEIGHTON BUZZARD W15 7EB

**Amiga
Databyte
Price: £19.95**

Sports simulations go on and on; in Databyte's *Indoor Sports*, licensed from the US is an uprating of the 64 version. The sports in question are ones which are not so frequently computerised. All can be played either against the computer, or as a two player game.

Four games are on offer: tenpin bowling, darts, air hockey and ping pong/table tennis. All boast clear, large graphics and uncluttered screen displays, but playability

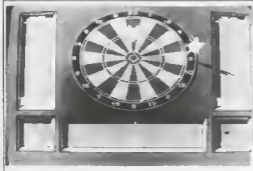


▲ Nope, no signs of dartsitis there.

INDOOR SPORTS

varies considerably between the four.

Darts is much the most accessible, with simple joystick controls. The shot selection screen features a huge, authentic-looking dartboard. Press the fire button to choose which part of the board to aim at,



▲ Gets the double and he's off.

again to determine the level of arc of the dart and again to select the strength of your throw, all using clear pictorial menus. This screen then clears to give you a view from behind the ache of your throw being

taken. One delightful touch here is the cat snoozing on the floor below the board. If your dart hits one of the metal dividers and falls on to the floor, the cat wakes up with a start.

The darts section is easy to master. Tenpin bowling is another matter. The controls for bowling the ball are (unnecessarily) complicated and you get a side-on view of the bowler's end of the alley only, which is not the most straightforward way to plan your throw. The joystick must then be manipulated to indicate the amount of curve of the bowl and the fire button pressed to

particular indoor sport on computer. Sound effects are nice, though.

Air hockey's presentation is extremely simple: table, two 'hitters' and a puck. This is not intended as a criticism; after all you don't need much else. Movement of the puck and your hitters is smooth and the game rapidly warms up into something pretty fast. Ping Pong also minimises screen clutter by dispensing with any representation of players and portraying disembodied bats instead. These bats can hit the ball quite hard and fast; in some cases faster than your joystick can move your bat into position to hit the ball, no matter how hard you yank at it. As you cannot reposition your bat between shots, only during play, this is quite a drawback to building up a series of rallies.

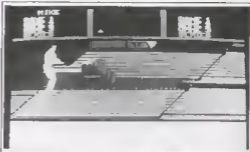
Playing as one person against the computer, or completely solo in the case of tenpin bowling and darts

release the ball from the bowler's hand — or else he falls flat on his face, no doubt with a dislocated thumb.

Only then does the screen change to show a head-on view of the skittles and your ball thundering down for a strike — or prching into the gutter. Having played Accolade's *Tenth Frame*, I can tell you there are better ways of implementing this

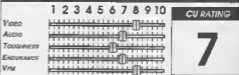
might amuse you for a quiet twenty minutes, but *Indoor Sports* really needs to be played with a human opponent to get some competitive edge and excitement going. All the four games are nicely presented and the graphics are pleasing, but I have my doubts about the playability of the ping pong and to a lesser extent, the tenpin bowling implementations.

Christina Erskine



INDOOR SPORTS

TOTAL POINTS/5 PLAY



AMIGA

NETWORK 7

Channel 4's
NETWORK 7

Are looking for
Amiga Artists &
Programmers for
its second series
beginning May 88
If interested in
a full-time London
based commitment
please send C.V.
and Demo Disk to:
Shelley O'Neil
Video Visuals
300 Fulham Rd
London
SW10 8BY

CLEAN CUT

BALL RAIDER

The game of the future. 25
animated levels with vari-
ous strategies of playing.
Digitised sound graphics.
Win and become one
of the elite.
AMIGA £19.95



Coming in 1988:
CRAZY FOOTBALL £19.95
PINBALL ARCADE £19.95
CHAMP £19.95

Diamond games
Isleworth Business Complex, St. Johns Road,
Isleworth, Middx. TW7 6NL
Telephone 01-847 4457



DIAMOND

If you dumped your free copy of *Deluxe Paint* in the bottom drawer when you unpacked your brand spanking new Amiga 500 and then forgot all about it, you've really been missing out. *Deluxe Paint* is not only a very good art program, it's one of the only packages yet available that shows what your Amiga is really capable of. That's why they put it in the box.

Your friends will think you're some kind of art whizkid, until they start using it themselves — and then they won't let you get near it. Admittedly the instruction book is a little too thick for comfort, but you can achieve pretty spectacular things without even bothering to open it, since the only thing you need use is the mouse. You both draw with it and select functions by clicking icons and pulling down menus. When you do eventually browse through the manual, it's not a bad read.

Electronic Arts, who wrote the



TECHNICOLOUR

program, have just announced *Deluxe Paint II*, an enhanced version that offers a whole lot more.

Apparently, they actually asked existing users to tell them exactly what extra features they'd like and then went ahead and put them all in. Why don't more companies do that? You can get the upgrade for £29.95 if you return the original version along with the coupon you should find in the box. Since the retail value of *Deluxe Paint II* is £69.95, this sounds like pretty good value.

But let's first look at what you're missing out on if you've not yet peeled off the shrink wrapping. Is it worth shelling out the extra money for the upgraded version?

Deluxe Paint for free

The first thing that strikes you about *Deluxe Paint* is that it is very colourful indeed (obviously the colours show up better if you're using the Amiga 1061 monitor). The



reason is that you have an overall choice of 4096 colours. How many you get to use in a drawing depends on what resolution you're working in (low, medium or high) and how much memory you've got. But even on the basic Amiga 500 setup you get a colour-palette in both low and medium resolutions. Van Gogh probably didn't have that many.

And the colour palette can be customised to suit your needs. You get full control over every colour for mixing both red, green and blue and the intensity. So you could affectively use a 'custom' colour palette for every drawing you do. It's like mixing real paint, only you don't mess up the carpet.

Deluxe Paint works on a 'brush' system. As well as providing standard brush sizes and shapes, you can create your own brushes simply by drawing anything whatsoever on the screen and then framing it for use as a brush. You can even frame a part of a painting and brush with that. That brush works in the same way as the standard ones, including all the effects provided in the Brush menu. Brushes can even be as large as the screen and you can save them to disk, thus creating a library for future use.

Special effects using a brush include the usual rotate, stretch and flip, but you can also bend both horizontally and vertically, double or halve the brush size. So you could write your name onto the screen, frame it as a brush and bend the brush so the letters appear like the

'Cinemascope' logo. It's all very quick and easy to do. There's even a 'smear' option that looks as though you've smudged the colours.

Deluxe Paint also gives you a function that looks like animation. It's called colour cycling. If you've created a circle from coloured bars, for example, you can cycle all the colours used so that the circle looks as though it's spinning. One example drawing on the art disk supplied shows a waterfall; the program cycles the colours used in the water so that it appears to be flowing.

Another spectacular effect that's easy to achieve is symmetrical drawing using the Symmetry tool. This gives you a kaleidoscope effect, but you can control how many starting points there are and how the symmetry behaves. Points can mirror themselves, cycle round a central point or even start at different points. It sounds complicated but all you have to do is experiment with the various options and see what happens. Just about any setting will produce something really spectacular — or just really weird.

Unlike most drawing programs you've seen, *Deluxe Paint* provides you with two drawing screens and you can flip between them by pressing a single key. This is very handy because you can store a stock of picture elements on one screen and bring them into your work screen whenever you need them. It's also handy for trying effects before you incorporate them in your drawing.



Bend, perspective or smear colours and that's just for starters with D Paint II.

Apart from that, you get the usual toolbox functions: filled and unfilled squares and circles, lines, curves and ellipses, dots, free-hand draw, fill, magnify — and a very handy 'undo' command. For greater accuracy, you can show x and y co-ordinates and create a grid, specifying the spaces between grid lines.

As you'd expect, the magnifying option also gets into any area of the screen you select. In low res mode, you're working with pixel blocks whilst in hi-res mode, you're actually able to control individual pixels for very accurate work.



R DREAMS



As you'd expect, any drawing can be saved to disk and can be printed too. Since most printer owners have only single-colour dot matrix printers, *Deluxe Paint* offers printing in black and white and in shades of grey, with colours changed to their most appropriate shade. That's the trouble with *Deluxe Paint*, you really need to print in colour — and colour printers don't come cheap.

Deluxe Paint II

Seeing that you get so much for free, is it worth paying nearly £30 to get the newer version? The answer is that it definitely is. But to take full advantage of the extra facilities you'll probably have to upgrade the memory on your A500 by buying the

slot-in 500K cartridge.

Deluxe Paint II offers three major improvements on the original version:

● **Perspective Mode:** Firstly, it now has a totally new 'perspective' function. This adds a whole new dimension to *Deluxe Paint* — a third one. *DPaint II* lets you draw and arrange elements three-dimensionally whilst keeping their perspective. You can set the perspective point wherever you like; this works for parts of drawings as well as shapes and fill patterns. For example, you could take King Tut's face (he appears on the sample disk) and 'perspective' it so that it looks as though it's painted on a ceiling.

Perspective drawing is the most complex of the new *DPaint II* functions and takes some grasping because you're dealing with not only length, breadth and depth, but a rotation around each of those three planes. The manual helps by giving you a few examples to work through.

Although it's difficult, drawing in perspective mode gives the most spectacular result and once you've mastered it, you won't want to bother with boring old 2-D any more.

● **Stenciling:** The second enhancement is the Stencil mode. Using 'stencil' you can lock any of the colours in your current palette so that, whatever you draw on top of your drawing, the colours you've locked cannot be drawn over until you turn the stencil off.

An obvious use for stenciling is

when you're using the airbrush tool. You can 'mask' off parts of the screen so that whatever's there can't be accidentally sprayed over.

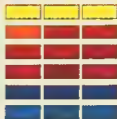
● **Fixed background:** Finally, *DPaint II* lets you fix any drawing as a background. The drawing you've fixed effectively becomes a backdrop which is not corrupted when you draw on top of it. Pressing the clear button simply removes what you draw, leaving the backdrop intact.

So you could draw your picture of Loch Ness, define it as a background and draw as many monsters as you like on top of it without messing up the lake or the scenery.

Unfortunately, you may need more than the A500's basic memory to be able to do this. But it is possible to achieve in 500K if you choose 'swap' instead of 'load all' when you load the program. This loads only part of the program, the rest being loaded as and when you need it.

● **Miss improvements:** *DPaint II* also offers a few more minor improvements. One of them is called anti-alias and it works in Brush mode. If you put two sharply contrasting colours together, anti-alias will smooth the transitions between them.

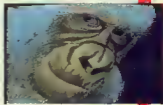
Another function that works along the same lines is 'dither'. When you've set a range of colours for cycling of filling, the dither command (it's a scroll bar) gradually blends the colours together — at one end you get distinct colour stripes, at the other you get smooth transitions between them, giving



very classy shading effects.

DPaint also lets you create a drawing area bigger than the screen, and you can use the cursor keys to scroll around it, and hide both the top bar and the toolbox to give you a larger area.

Lastly, the new *DPaint* works in PAL video and not in NTSC (American) mode. This will only interest video buffs, but the upshot is that you'll be able to use *Deluxe*



Paint with Electronic Arts' *Deluxe Video*, a program that lets you mix art with video output from your video recorder — and lists more too complex to mention.

Deluxe Paint II is one of those programs that you can't stop using once you've got the hang of it. It's very easy and almost anything you do will look good. But if you're already hooked on the program, (and you can afford it) it's well worth getting the new version. This is better than anything I've ever seen on the ST or the Mac. Me? I can't wait for *Deluxe Paint III*.

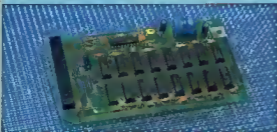


DATTEL ELECTRONICS

EXTERNAL 3.5" DISK DRIVE

- Slimline 1 Meg suitable for A500 or 1000
- Top quality NBO drive mechanism
- Throughport for Daisy-chaining other drives
- Attractively styled ● Complete - No more to buy
- 12 months guarantee ● Fully compatible

ONLY £114.99 POST FREE
ADD £4.50 for next day Courier delivery.



512K RAM EXTENSION ● A500

- Available with/without calendar/clock option
- Simply plugs internally into a A500 slot
- Fixed in minutes - no soldering etc
- With calendar/clock onboard time/date automatically booted
- Battery backed to retain time/date

ONLY £79.99 FOR STANDARD 512K CARD OR

ONLY £89.99 FOR VERSION WITH CLOCK/CALENDAR



MARAUDER II

● Quite simply the best disk copier available for the Amiga (all models)

- Superfast disk copier will copy almost any commercial disk
- Friendly user interface - Mouse driven throughout.
- Completely compatible with Amiga multitasking systems
- Even decrypts many encoded programs including D Print, Video/ Paint/Music II etc
- Special 'Strategy Filter' cope with even the most advanced protection schemes
- Supports upto 6 drives simultaneously for multiple copies
- Regular updates available - we always ship the latest
- Fast operation - typically around 60 seconds
- USA's top selling copier

ONLY £29.99 POST FREE



MIDIMASTER

- Full Midi Interface for A500/2000/1000 (Please state model)
- Compatible with most leading Midi packages (inc. D/Music)
- Midi In - Midi Out x 3 - Midi Thru
- Fully Opto Isolated
- No need to pay more - Full Midi standard

ONLY £34.99

GRABBIT

- Grabbit is a transparent Screen Grabber program
- Always there - simple key operation
- Drives dozens of Printers
- Requires only 10K Ram
- A true productivity tool!
- Very quiet operation - does not require screen on during printing
- Free 'ANYTIME' program lets you update your own colour palette preferences

ONLY £21.99 POST FREE

ALL ORDERS NORMALLY DESPATCHED WITHIN 48 HRS

HOW TO ORDER

BY PHONE



0782 273516
24 hr Credit Card Line

BY POST



Send cheques/PCs made payable to: Dattel Electronics

BY PRESTEL/FAX

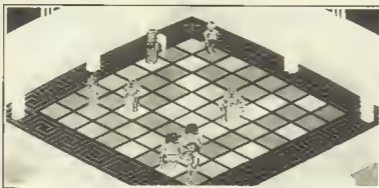
Prestel Page: # 250530006
Fax Orders: 0782 264810

DATTEL ELECTRONICS

UNITS 8/9, OWSBURY ROAD, FENTON INDUSTRIAL ESTATE, FENTON, STOKE-ON-TRENT.

SALES ONLY
0782 273516

TECHNICAL ONLY
0782 202885



they can capture squares occupied by one of your opponents' characters. Before making your

challenge.

Answering questions adds to the character's wisdom quotient. When

the board, all opponents having been wiped out in challenges.

In the one player version, you play against Zeus, king of the Gods, and the strongest "army" he can muster.

There are other details, but that's basically how the game is played, a sort of draughts or halme meeting Trivial Pursuit in a classical setting. And very enjoyable it is too, though obviously playing with human opponents is a lot more fun and more satisfying than playing against the computer. The gameplay works well, and gives the program an interesting strategic element.

Two thousand questions are supplied on the program disk in a multiple choice format. There is the odd spelling mistake in the answers, but I haven't spotted any that are ambiguous, or simply incorrect. There is also a question compiler

POWERPLAY

**Amiga
Price:
£19.99**

There seems to be no let-up in the demand for trivia quiz style games, although all appear to need an additional hook or scenario to put the quiz element into some sort of context. *Powerplay* is presented, rather ingeniously, as a do-or-die battle of Greek Gods.

Explaining the game is probably more complicated than actually playing it. One to four players can take part, each taking the role of Apollo, Hermes, Hecate or Aphrodite. Each of these has four players, also characters from Greek mythology, on their "team".

The game is played on a board of eight by eight squares, coloured according to question topics: blue for general knowledge, red for sport and leisure, yellow for history/geography and green for science and technology.

Your characters move one square in any direction by answering a question successfully. The object is to manoeuvre the figure so that

move onto an enemy square, you and the opponent go through a quickfire question challenge to fight for the right to that square.

The challenges take place in one of three different scenarios: the top of Mount Olympus, the depths of Hades, or in Medusa's cave. Get three questions right—or answer them correctly before your opponent does—or you win the

that reaches 25 points you may if you like, "mutate" that character into a higher grade player; there are four grades in all. Questions for higher grade characters become more difficult. Losers of challenges will either mutate back down a grade, or if they are of the lowest to start with, will be eliminated from the board. The winner is the last player to be left with any pieces on

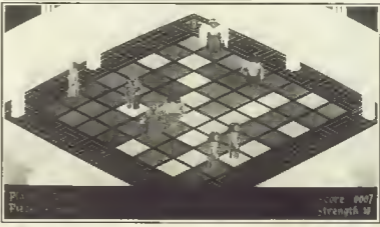
facility which allows you to add questions of your own, an excellent feature.

The presentation is of high standard, with a clear screen layout, and nicely differentiated individual characters. However, I confess to being slightly disappointed in the graphics—they're good, but they're not that good. Some very atmospheric sound effects though.

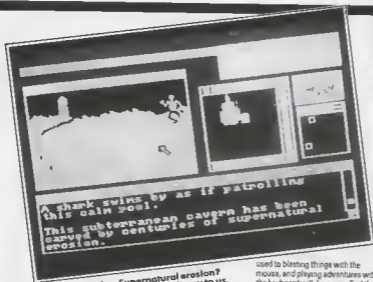
So long as your appetite for trivia hasn't been entirely jaded by now, *Powerplay* is well worth checking out for its freshness of approach.

Christina Erskine

POWERPLAY		DIGITAL POINTS DISPLAY	
		1 2 3 4 5 6 7 8 9 10	CU RATING
VIDEO			7
AUDIO			
TOLERANCE			
ENDURANCE			
WIS			



AMIGA



▲ Supernatural erosion? Sounds a bit funny to us.

Amiga
Mirrorsoft/
Mindscape

Price:
£29.99

SHADOWGATE

The latest in the Mindscape's Amiga adventures, follows on from the excellent *Days Vu* and the pretty good *Uninvited*. In *Shadowgate* you find yourself taking on the role of the final generation of the 'Line of Kings', and your quest is to find and dispose of the Werlock Lord who, surprise surprise, is the cunningly evil villain in this game.

As you would expect, there is a reason for you to want to get rid of

Werlock, and it is that he has, in a manner not unlike the baddies in *Bad Man*, decided to take control of the world by bringing back to life something called the Titan of Behemoth, which the manual assures us is one of the deadliest creatures ever to tramp on this earth.

For anyone who has played either *Days Vu* or *Uninvited*, the way of playing this game will immediately feel familiar. Those people more

used to blasting things with the mouse, and playing adventures with the keyboard will, however, find the user-interface (that's the way you control your characters actions to

you and me) both novel and perfectly suited to the Amiga.

On screen at any one time there are six windows, each one giving you information vital to your quest. At the top left corner of your screen is the graphics window, showing your surroundings. As well as that there is a text window for written description of locations, an

▼ The skull beneath the skin.

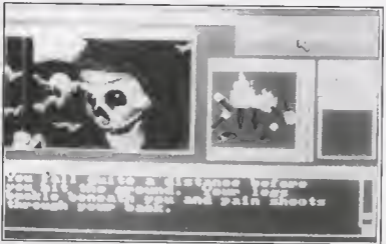
inventory window to show what you are carrying, and an exits window to show any non-visible ways of getting out.

To take any actions in the game there is a menu system which allows

you to choose one of eight suitable actions to take. They are, in no particular order: Examine, Open, Close, Speak, Operate, Go, Hit, and Consume.

The first thing you see when playing *Shadowgate* is a front door with a skull above it. It leads to a hall with two doors, both of which are firmly locked. As you walk in the hall, the torch you are carrying goes out, and you are, to put it in plain English, bugged.

To get past this, you must tell the computer to attempt to move the

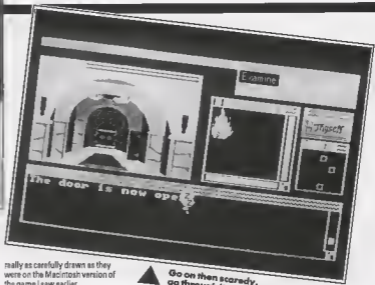


AMIGA



skull. This is done as follows: click the mouse on operate, then on the window called "thysself" and then on the skull. That will then reveal what you need to get past the first problem. In essence what you are doing is telling the computer you want to move the skull.

As with both its predecessors, *Deja Vu* and *Unwinded*, *Shadowgate*



really as carefully drawn as they were on the Macintosh version of the game I saw earlier.

What *Shadowgate* does have that *Deja Vu* did not is animation and

▲ Go on then scaredy, go through it.

Overall *Shadowgate* is a pretty good game. To quote the advertisement currently running for it in the American press it is "a new way to give thrill-seekers the willies" (oo-er sounds a bit rude!), and although I couldn't agree with that, it did provide a few hours harmless fun. Unfortunately, retailing for it does at £29.99 you have to either be very rich or very dedicated to buy it.

Ian J. Freytag

SHADOWGATE

was originally programmed for the Macintosh, but Mindscape have perfected porting it to the Amiga, and the changes it has made to the graphics and in particular sound, mean the game does begin to use the Amiga's facilities.

Each room you enter has a different picture, ranging from basic dungeons to raging demons (the latter being accompanied by an impressive scream). Colour is used well, although the pictures are not

extensive use of sampled sound. The animation is fairly limited at the beginning of the game, to rats scuttling across the floor and eyes glinting at you menacingly, but later on it becomes a little more widespread.

The sound effects are surprisingly good. Screams, hysterical laughs, and creaking doors are just three of

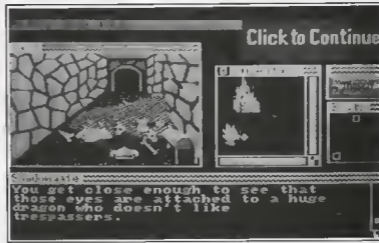
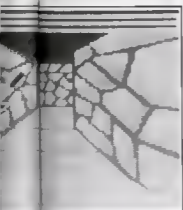
the multitude of impressive and atmospheric sounds that add a great deal to the game.

SHADOWGATE										CU RATING		
VIDEO	1	2	3	4	5	6	7	8	9	10	6	
AUDIO	[Progress bar]											
TOUGHNESS	[Progress bar]											
ENTERTAINMENT	[Progress bar]											

▼ Must be a big dog!

MIGA

Follow that passage!



THE ALLTIME GREATEST 10 Game COMPILATIONS

An outstanding collection of the best hits from the best software houses. Not just a good buy because of its amazing value for money, but also because the proceeds of all sales are to be donated to the National Society and the Royal Scottish Society for the Prevention of Cruelty to Children.

10 GREAT GAMES FOR SPECTRUM 48K

£9.99

KIDSPAY

THE BACK PACK COMPILATION

- XENO (ANF Software)
- DEACTIVATORS (Aristoloch)
- NIGHT GUNNER (Digital Integration)
- MARSPOUT (Garguise Games)
- MONTY ON THE RUN (Greenhill Graphics)
- THE BACK PACK STRIKES BACK (US Games)
- MAILSTROM (Ocean Software)
- STARSTRIKE (Realtime)
- LUNAR JETMAN (Ultimate Play the Game)
- STARJON (Melbourne House)

ALL PROCEEDS TO THE NSPCC & RSSPCC

A FUN FILLED WAY TO HELP OTHERS..... IT'S KIDSPAY

10 GREAT GAMES FOR CBM 64

£9.99

KIDSPAY

THE BACK PACK COMPILATION

- XENO (ANF Software)
- DEACTIVATORS (Aristoloch)
- SPINDIZZY (Electric Dreams)
- BOUNCES (Beyond Software)
- MONTY ON THE RUN (Greenhill Graphics)
- ALL PROCEEDS TO THE NSPCC & RSSPCC
- BARRY MCGUGAN'S BOXING (Activision)
- BOUNTY BOB STRIKES BACK (JLS Gold)
- STARJON (Melbourne House)
- ELECTROGLIDE (English Software)
- SKYFOX (Electronic Arts)

10 GREAT GAMES FOR AMSTRAD

£9.99

KIDSPAY

THE BACK PACK COMPILATION

- XENO (ANF Software)
- DEACTIVATORS (Aristoloch)
- NIGHT GUNNER (Digital Integration)
- TEMPEST (Electric Dreams)
- MONTY ON THE RUN (Greenhill Graphics)
- ALL PROCEEDS TO THE NSPCC & RSSPCC
- KNIGHTSHARE (Ultimate Play the Game)
- NOMAD (Orbit Software)
- MARSPOUT (Garguise Games)
- STARSTRIKE (Realtime)
- STARJON (Melbourne House)

YOU HAVE THE FUN...!
THE NSPCC/RSSPCC
HAVE THE PROCEEDS

BACK - Battle Against Cruelty to Kids. The 1987 software industry charity promotion in support of the NSPCC & RSSPCC
 BACKPACK - A compilation of 10 first class software games donated free by software companies.
 KIDSPAY (with the magazine) and the following companies for the generous donation of their services: CAMEL ADVERTISING; GIB SERVICES; KIDNEY STUDIOS;
 FRANSKY'S STUDIOS; PRO-ARTS SERVICES; CRISP'S DESIGN; APPERSON; STEEL SLIPPER; PRINTING CENTRE; LUNA PRINTERS; WILSON'S ARTISTS; PHIL CHAMBERLAIN; J. HOWE and ENTER MEDIA.

SUB BATTLE SIM

**64/128
US Gold
Price:
£9.99/cass
£14.99/disk**

Little over a year ago, if you went into your local software retailer and asked for a submarine simulator all you would get was a vacant look. Now there is a fair choice, most of which are of a high quality. *Sub Battle* is no exception.

Sub Battle is set over the period covering the Second World War and allows you to play a number of different scenarios. Unless you choose to be an American then you start your command in 1938. When you take command of a submarine you are assigned one of several different types depending again on whose side you wish to play. You can either choose the training mission which involves sinking as many ships as possible then returning back to base in one piece. Then there's a single mission option which allows you to try out one of the sixty available missions at random. And finally there's the full war command, which takes you right from the start to the end of the war for your side.

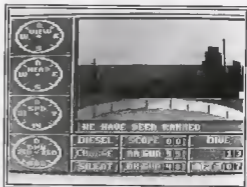
Some of the missions may include patrolling a set area for ten days, destroying all the enemy shipping you can catch, then moving on to a different location and repeating the exercise. Or you might be asked to take urgent supplies to stranded troops in hostile countries.

The game design is very well executed. With a full map of the world showing your position, the enemy position and the location of your bases. The nearby area around you can be zoomed in on to give you a more accurate picture of what

you're up against. Around the bottom and sides of the screen are the various gauges showing speed, heading, depth, view, ammunition and so forth. You also have sonar and radar at your disposal to help you plot a successful course to your enemy. These are essential pieces of equipment, because if you choose a high different level enemy craft will not be shown on the map and the first warning you get of any enemy approaching will be a message from one of the crew flashed up on the screen saying that they have a possible enemy contact.

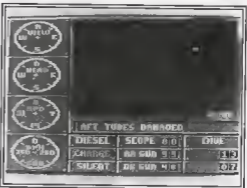
A handy feature on the low levels is an auto navigation device, useful for getting from a to b. Just enter your destination coordinates, cruising speed, and you'll be transported there in a matter of seconds. Far easier than messing about trying to circumnavigate any landmasses in your way. Another useful feature is the time compression key. Similar to a time acceleration key, you can have one second equal to 5 seconds, a half minute, ten minutes, or four hours which is useful for long missions.

When your boat goes to battle stations, you have several ways of viewing the scene. You can stand on the watch tower and issue your orders from there while on the surface of the ocean, or you can use your binoculars. If you think the enemy looks too overbearing you can submerge and use the classic phrase: 'up periscope'. The problem with being under water though is you can only fire your torpedoes and not your deck or anti-aircraft guns. Each side has four different types of torpedo and are issued according to whether they had been discovered at the time you chose to play, as some torpedoes are not in use until 1943. Each style has different ranges, and a different chance of being dud. This is where the Americans were at a disadvantage, their mk14 torpedo has a huge 62%



Woah! That cruiser's a little bit close.

The map showing your position.



chance of being dud.

The deck guns the subs are fitted with tend to have an average range of 12,000 feet, not much when you think guns aboard enemy ships can fire anywhere up to 54,000 feet! If a ship is getting too close for comfort and the deck guns are unloaded, and torpedoes are all spent, you can open up on it with the anti-aircraft guns, they don't inflict major damage but they fire fast enough to polish off a heavily damaged ship. As a last resort though, you could turn to ramming as an option. Or you could send out an SOS and abandon ship if the going gets really tough.

But never underestimate the enemy, if you're attacked by a convoy with an aircraft carrier, you are in big trouble. The first thing you notice will be black specks on the horizon, slowly coming clearer and

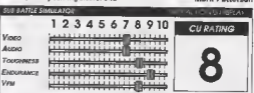
clearer. Armed with bombs and depth charges, you are in trouble.

Though dived ships sometimes prove a problem, if a sinking ship is in front of you, any ship behind is safe from your fire because you automatically target on the nearest thing to head on.

One problem I did find though was that sometimes the controls were sluggish in their response to urgent commands like crash dive. Not that I'm complaining about the fact I was equipped with torpedoes not issued until four years after my mission.

Apart from these small gripes though, *Sub Battle* proved itself to be a very absorbing and comprehensive simulation with atmospheric sound effects and pretty good visuals.

Mark Patterson



64/128
Firebird
Price: £1.99

BALL 2

He bounces back! Hot on the heels of *Ball* comes the repeat showing, devastatingly good, just like the original.

This time you have your little ball bouncing through ancient labyrinths trying to find artifacts showing how the ancestors of the ball race lived. He has been chosen by the ball people's top archaeologists to search deep down in the dark caverns. Armed only with a puny little flame thrower, *Ball 2* takes the plunge underground to find how the ancients lived...

There are fifty underground mines. The entrance and exit from one cave to the next is locked. At the end of every five mines is a priceless artifact. The first being an ancient skull which resembles a sabre-tooth tiger rather than a ball. The caverns contain stacks of hazards which have to be overcome to reach the key and then the door to the next level. Boulders have to be pushed, removed or toppled, and you might just have to wait until a pile of rocks mysteriously vanishes. There might be a hidden exit or a useful object hidden under earth or it might start a chain reaction causing a whole load of rocks to come crashing down and make grapefruit juice out of *Ball*. Other hazards to look out for are highly dangerous radioactive blocks which bounce slowly up and down and prove fatal to an under-cautious ball.

Sometimes the control of the ball can be very frustrating, especially when you try to bounce through a small gap

and they too have to be dug out of the rocks. They give you weird powers or cause weirdish things to happen to the mutants. The mutants just happen to be there as you start your exploration. The power stones can either make you faster, bounce higher, or increase your firepower.

They can also slow the mutants down or make them totally impervious. Smart bombs are also part of your rather basic armour,

and they too have to be dug out of the rocks.

If you give full marks to *Firebird* on this one, it's as crucial as a quix in a microwave. It has stacks of addictiveness and playability, but differs from *Ball One* in that all the action takes place on a single static screen, whereas the first game

didn't. The graphics appear to have been toned down somewhat, and more resemble the Spectrum than a 64

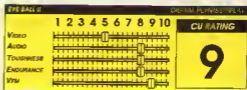
game. The sound is of the same standard as the first game, high quality and lots of it, with the computer blurring out comments whenever you collect an object.

A really great game and at a price which leaves you change for a penny sweet. So what are you waitin' for? Go goddn!

Mark Patterson



▲ The ball with a stuffer return!



CHEAPO
of the month

64/128
Firebird
Price: £1.99

RAINBOW DRAGON

Along, long, long time ago, in a land far, far, far away, lived creatures wonderful and generally weird beyond our comprehension. One such creature was the Asturians, a flying fire-breathing mythical dragon. Unfortunately, even with all his powers, one of these dragons has managed to get himself trapped in an underground temple.

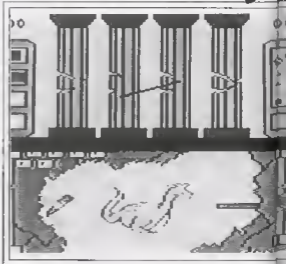
To escape, Asturians has to search, find and destroy ten magical chests as well as overcome various obstacles like falling rocks and blocked passages, not to mention force fields. The biggest hazard he faces, though, arises from the pillars supporting the temple roof, which are very old and are starting to crumble. The only way Asturians can overcome this problem is by using his magic on them. The four pillars are graphically represented at the top of the screen, and as time goes on ever-widening cracks appear in each of them. Some pillars crack more slowly than the others. The only way the lizard can stop them

from cracking in half and bringing the temple roof down on his head is to cast a repair spell on them. This is done by activating the spell half of the screen and moving his little wand on to the pillar that needs repairing the most. It is best not to repair pillars that are only slightly damaged because you have a limited amount of spell power.

Other spells include detect magic, which causes any magic on the screen to glow, read magic, which will read any messages or clues lying around, and finally, *drapel illusions*, which will cause anything that is not really there but is there to not be there anymore, so you can guide Asturians through there which is now here to the next there (what?? —Ed)

As you travel through the caverns of the temple, you will find exits blocked by force fields, guarding the way to the next level. These can only be deactivated when a problem is solved.

Clues to the problems are written on cave walls, and sometimes can



▲ Warra cute dragon, worra cute game.

64/128
Gremlin
Price:
£9.99/cass
£14.99/disk

MASK II

Yep, they're back again, in another game of the cartoon of the comic of the toy of the designer's money spinning idea. And what an easy game it is: I have no objection to games that don't over-tax the mind, but MASK II is ridiculously simple. I managed to

complete all the scenarios within ten minutes of working out how to control the vehicles.

Apart from being inanely easy, MASK II is also incredibly repetitive, with the same baddies appearing in

each scene, and each scene featuring the same graphic style, and the same obstacles. And the different tasks to be accomplished? Simple: collect an object. Nothing more to it. Collect a ruby, collect a bomb, or collect a president.

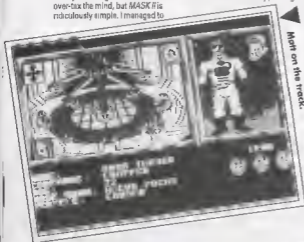
The text must have been written by an MP because it did a good job of convincing me that I was loading a good game. When I thought it had loaded I select my scenario and the team members I wanted with me. I hit the Go icon, and what do I find? MASK II loads in two long boring bits, without a loading pizzy.

VENOM have risen once again, this time with plans even more fiendish than their previous fiendish plans. The first of these is to capture the President of the P.N.A. I decided to rescue the President before I tackled any of the other missions. To keep things nice and sweet I chose Matt Tracker and his gull-winged Thunder Hawk flying De Lorean, Dusty Heyes in his amphibious car

called Gator, and Alex Sector in the almost unstoppable Rhino Juggernaut. Vroom, vroom and off we go. Oh dear, things are looking a bit like having to switch on the auto fire, what's that? Water? Better use Gator. A fifty foot cliff? No problem, just use Thunder Hawk. After two minutes of this I came to a 40 foot high effigy of Ronald Reagan, collected it and returned to the drop-off point. End of scenario. The same degree of ease goes for the laser gun and oil crisis stories. And each time you complete a mission there's no reward, no sound, no congratulations, no pretty end screen, nothing.

It really looks as if MASK's marketing managers couldn't care less about the quality of their product. Once a large number of people shell out their hard-earned, they'll be laughing. In this case it's the under-tens who are going to be suckers.

Mark Patterson



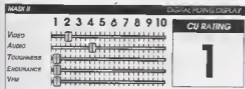
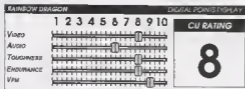
RAGON

only be found by activating a pincer, or a chest. In the text it suggests that life would be easier if you light any torches you find on your journey. You light them by giving them a good strong blast with a fireball, but unfortunately they go out after only a few seconds. But the major problem me and Asturias encountered was to do with the camera being small and h-m being fat and wimpy.

I don't quite understand the meaning of the rainbow bit in the title, I could not find a single rainbow in the whole of the game. But I did find some very nice graphics. Asturias is very well defined, very smooth and very well

animated, considering his size. The sound is up to scratch but does not extend to much beyond flapping noises and crashes.

Rainbow Dragon has got to be one of the best budget games I have played. It requires a lot of planning and a dash of luck when it comes to discovering hidden messages and illusions. I found myself getting more and more hooked with time. I discovered a new message or new cavern. Rainbow Dragon is not a totally original concept, but it's one rarely seen nowadays. It reminds me of some of the old games which used to be available on the 64 about five years ago, except with a little more imagination. **Mark Patterson**



FRUIT MACHINE SIMULATOR

64/128
Code Masters
Price: £1.99

As a rule fruit machine games are usually fairly lousy. What could possibly be more boring than playing a basic fruit machine with nothing but "Holds" to amuse you, and no chance of winning anything at the end of it all. Code Masters have attempted to go one better than the rest of the fruit machine games by bringing out one that has all the realistic features of the fruit machines you would see today in the West End, rather than yesterday's machine parked in the local chippy.

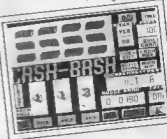
The object for most people when they play a fruit machine is to win money, so what is the point of putting it on computer? Today's fruit machines have many different games, sub-games, and features, some of which could even be considered remotely interesting.

The Codemaster's 'Cash Bash' machine plays out with the two or three fruits in a row type stuff as does any other machine, but the major difference is that the symbols on the reels of the Cash Bash machine have numbers on them. Each unit of the numbers shown lights up one letter of the word C.A.S.H.-B.A.S.H. If you fill up the word you are asked to choose a feature. But as anyone who has ever played a fruit machine will know, it's not so much choosing a feature as simply pressing the button at random because it flashes far too fast to judge.

The four features available to you are Nudge Pot, stop the nuddes on anything between one and fifteen nuddes, and then you can either auto nuddes, gamble and nuddes, or bank them and save them for a rainy day. Cash Bank, stop the flashing ten pence and earn yourself anything between 10p and £1.50. You may then gamble the cash

you've earned, but only as far as £1.50. Skill Climb: this gives you the chance to use your amazing reflexes to earn some dosh. You must time pressing fire so that the cursor lands on one of the coins shown, rather than on a 'lose' light. The Auto Win feature is considerably lousy next to the other three, choose this and the reels automatically spin in to a winning position, and you receive a random amount.

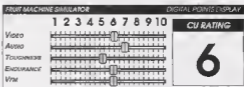
This section is really what the machine is based around, although



there are many other sections. It has all the bog-standard fruit machine links such as hold, gamble, skill chance, mega-hold, and really most things you would expect to find on a genuine fruit-machine.

So full marks then to Code-Masters for authenticity, or whatever you want to call it. Nice scrolling reels, and some decent little tunes in there too. But even with all this stuff brilliantly executed, what has a fruit machine got that this hasn't? Money coming out of its tummy, which to me is the only redeeming quality of these otherwise boring machines. I strongly suggest that no-one tries to bring out a perfect copy of a fruit machine until fruit machines get more interesting.

Ferdy Hamilton

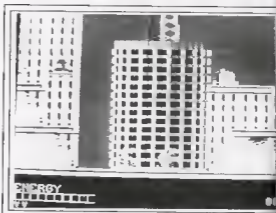


64/128
Imagine
Price:
£8.95/cass
Price:
£12.95/disk

The heroine is back! *Psycho Soldier* is the sequel to *Athena*, reviewed a couple of issues back, and is yet another SNK coin-op conversion from Imagine. This time the Amazonian wonder-woman appears on-screen as a cute schoolgirl with a pony-tail,

her stride, long and languid carries her into the shadows... Or to put it another way, she gets her dumpy little pegs moving and totos into a familiar scrolling platform scenario borrowed from all those *Commando* games we stopped playing about a year ago. Though the screen display is a lot different from *Athena*, gameplay is in many ways similar. Our heroine scampers up, down and along the four horizontal corridors, dodging or destroying the approaching alien hordes, and benging away at brick walls whenever she gets the chance. These might hold valuable energy or additional bombs, or then again they might reveal nasty 'negative icons'... especially the dreaded 'mushroom!' Don't say you haven't been warned.

There are apparently 30 scrolling screens of this stuff in each of the six stages of the game, and Athena's only got the woefully inadequate five lives in which to hop, skip and



▲ **Athena is back, bless her little pop sok.**

pulverise her way through each of them. Just for good measure, at the end of each stage there's an

amassed. The occasional blue globe transforms her into an invulnerable fire-spewing dragon, and there's also a wild card extra life to be found on various levels.

Perhaps these goodies were included at the expense of more mundane functions. The absence of a hi-score table is galling, and there's unfortunately no on-off toggle for the bland muzak. And I wish the bomb release wasn't activated by the space bar even

PSYCHO SOLDIER

which is a considerable improvement over her debut as a midget with a baseball cap. Even so, any resemblance between this diminutive sprite and the sultry strong-thewed beauty depicted in Bob Wakelin's cover artwork is laughably absent.

Once more Athena has been whisked into 'the demon-infested hell of an oppressed world', and once more 'the mantle of saviour has been placed upon her. Stealing herself against the unknown terrors

innocent looking apartment block which sprouts ferocious gargoyles Athena's got to demolish this virtually stone by stone before she can reach the next stage. Not easy.

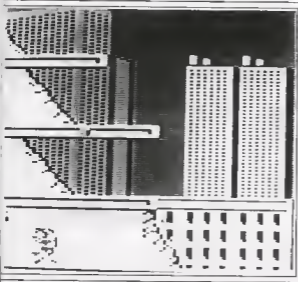
What prevents *Psycho Soldier* from being abysmally average is the wealth of hidden features, and trying to suss these out should have you guessing for a while. Bombs, for instance, possess differing destructive power depending on the amount of energy that Athena has

when you're using a joystick.

There's enough in *Psycho Soldier* to keep you engrossed for an hour or two, and Imagine promises a surprise ending 'you can't afford to miss!' I reckon that you can afford to miss it, and for your pennies you'll probably find more addictive and a absorbing entertainment elsewhere, rather than in this worthy but unexceptional performance based on a forgettable coin-op game.

Bill Scolding

Can this girly save an oppressed world?



PSYCHO SOLDIER ORIGINAL PERFORMANCE BY

VIDEO	1 2 3 4 5 6 7 8 9 10	CRU RATING 6
AUDIO		
TOUGHNESS		
ENDURANCE		
VFM		

TECHNICAL DEVELOPMENTS



PERSONALISED STARTUP MESSAGE

- Replace the CBM 64/128 startup screen message, background, border & character colour with your own!
- Appears every time 64/128 is powered up and can be switched out!
- Fitted to minutes - no soldering usually required.
- Available for 64/128 (64 mode)
- Comes complete with 4 way kernel board
- Specify 64 or 128, character, border & background colour & your message up to 31 letters

Only £8.99

TAPE HEAD ALIGNER

- Quick & Easy way to align heads
- Works on all CERN type dotmatrices
- Stops loading problems arising
- Fast screwdriver & tape head cleaner

Only £5.99

UNSTOPPABLE RESET CARTRIDGE

- Resets EVERY 64 game available
- Fits into cartridge port
- No soldering required!
- Add poker, cheats etc from 64 megs

Only £4.99

TAPE/TAPE BACKUP BOARDS

- The ultimate tape duplicator
- No software needed!
- Requires access to two CBM type Dotmatrices
- 100% successful
- Very easy to use
- Backs up EVERY tape game as it loads
- Best product of it's type available

Only £8.99

MEDS/MOUSE CONVERSION

- No need to unplug the mouse if keyboard is needed. (ie load a program without unplugging the mouse!)
- Saves usarin time on joystick port
- The converted mouse can either be turned on or off!
- Comes complete with 2 way joystick splitter (2 inputs to one port)
- A must for any mouse users!
- Send mouse to us by RECORDED DELIVERY

Mouse conversion

Only £7.99



COMPETITION PRO 5000

- Arcade quality joystick
- Super sensitive micro-switches
- Dual fire buttons
- One of the most robust joysticks available
- RATED 97% in ZZAP 64, Convinced!
- A highly rated joystick. Get yours while the price is right.

Normally £14.95
Only £10.99

AUTOFIRE EXTENDER

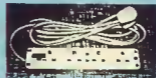
- Gives autofire of the flick of a switch
- Deluxe version includes variable autofire speed & burst fire option
- Fits all joysticks
- All normal joystick functions fully retained
- Fits all joysticks
- Fitted with 3 metre joystick cable
- Simply plugs into joystick remaining and plugs into computer joystick port
- Works on 64/128/MSX/Atari VCS & 8 bit/Atari ST/Spectrum/Amiga/Amstrad etc;

Normal version Only £5.99
Deluxe Version Only £6.99

BARGAIN BOX

(watch this each month!)

- Disk Notcher (use 2 disk sides) £4.99
- 4 Way Kernel Board £7.99
- Tape head cleaning cassette £0.99
- Tape head cleaner/demagnetiser £2.99
- Quickshot II Autofire Joystick £8.99
- CBM 64/128 type data-sette £23.99
- 25 Blank hi-quality C15 tapes £9.99
- Tape rack. Holds 96 cassettes £7.99
- 2 way aerial splitter £1.99
- 3 metre joystick extension lead £4.99
- Mains operated tape head demagnetiser (vastly increases high frequency of data-sette makes loading reliable) £5.99



FOUR WAY TRAILING SOCKETS

- Takes up to 4 plugs
- Mains indicator light & fused
- Fitted with 3 metre cable & sleeved
- 13 amp plug for added safety
- Keeps all those plugs neat'n tidy
- If longer cable is required add 75p per extra metre & state how many metres the cable will be ...

Only £8.99

DISSECTION

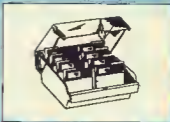
- High quality 5.25/3.5 disks at amazing prices
- All disks 100% tested & error free
- No quibble replacement guarantee
- Labels, write protect tabs & sleeves included
- Special offer - buy 25 disks or more and get a 100 size disk box at an amazing price. See below for more details
- Quite simply the best deal on disks available. Provide proof if it isn't!
- Prices include VAT & postage. NO HIDDEN EXTRAS! (UK ONLY)
- Overseas orders add 10% to total cost of disks to cover postage, outside Europe 20%
- For specific disk quantity prices (ie. 73 disks) please write or phone for a quote (include SA)

BLANK 5.25 disks

QUANTITY	10	25	50	100	500
DS/DD 96 tpl	£6	£13	£21	£37	£180
with disk box	£13	£20	£27	£42	£266

BLANK 3.5 disks (Amiga/ST etc disks)

QUANTITY	10	25	50	100	500
DS/DD tpl	£11	£25	£49	£95	£430
with disk box	£18	£32	£54	£100	£266



DISK BOXES

- Attractive smoked perspex disk boxes
- Each box holds 100 disks (60 if 3")
- Removable rigid index separators
- Available for 3.5 or 5.25 disks
- Lockable with 2 keys supplied
- Extremely robust & anti static

Only £8.99

HOW TO ORDER

BY POST

All prices include VAT & FREE POSTAGE (UK ONLY)
Next day delivery add £3 extra to total order
Payment - by Cash, Cheques/PD's made payable to - TECHNICAL DEVELOPMENTS

OVERSEAS ORDERING

PAYMENT - Bank draft or in pounds sterling only

Europe	£2.00
Outside Europe	£3.00
Express delivery	£2.00
+ Postage Charge	

TECHNICAL DEVELOPMENTS

17 West View, East Bowling, Bradford,
West Yorkshire BD4 7ER England
Telephone 0274 734678

Trade enquiries welcome. E. & O.E.
Export enquiries welcome



MORPHEUS

require a number of orbitals, thus forcing the nucleus to shut down.

You start with a basic ship, armed with a single, orbital and alien destroying laser. Extra equipment can be bought and bolted onto the ship -- provided you have sufficient funds and the ship's hull is large enough to support any additions. Points, and more importantly money are earned by shooting aliens and completing levels.

There are two types of equipment available: Weapons and Systems. The weaponry ranges from multi-directional, rapid fire laser guns to intelligent smart bombs and remote droids which can be controlled independently of the ship. On the Systems front there are shields, tracking devices, movement to energy converters, solar cells, devices to confuse aliens, and a host of other nifty hi-tech gadgetry. However, the equipment takes time to build, so you have to survive in space long enough to collect anything you've paid for in advance. This results in many tense moments, especially when your energy level is low and you're on the brink of death, fighting for survival.

The basic ship isn't capable of carrying any other weapons and can only support one extra system. So you have to buy one of the three larger hulls -- the largest capable of carrying four weapons and seven systems.

Being able to modify the ship in this way is one of Morpheus's most appealing aspects. The feeling of power is unmatched as your ship

gets bigger and bigger and more and more powerful. And you certainly need the equipment. As time passes, the alien becomes more intelligent, and more aggressive with it. They also gradually become immune to older weaponry, which causes no end of problems when wounded aliens start spewing bullets everywhere. Fortunately, as the technology improves with time, so does the service, and it doesn't take too long to build other equipment.

The idea is to build the best ship possible before you take on Morpheus on level 50. However, by Timezone 50 (roughly 100 minutes of play) no new equipment is produced, so you have to buy old stock, and by Timezone 80 you simply can't buy any more weapons or systems. So, speed is of the

essence.

The smallest ship, about to launch from the base.



**64/128
Rainbird
Grafixgold**

Price:

£14.95 (cass)

£17.95 (disk)

After nine months of intensive design and programming, followed by a three month legal tug of war, Andrew Braybrook's long awaited follow-up to *Alien* is finally seen the light of day. The reason for this lengthy gestation period is that *Morpheus* is far more involved than previous Rainbird offerings -- it's much more than a run-of-the-mill blaster, which is why a hefty manual forms an integral part of the package.

The objective is to shut down the 50 levels of the Morpheus universe, and ultimately destroy Morpheus himself. Each level comprises a nucleus surrounded by an arrangement of orbitals, with aliens patrolling the vicinity. A level is completed by destroying the



THE RATHER

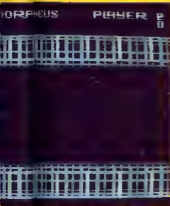


BONUS MORPHAL



A bigger ship shoots an orbital, while chases abounds.

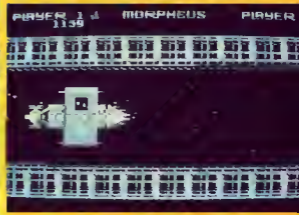
And remember, son... be careful out there!



essence, it's not wise to hang around on the earlier levels for long, so when you get to the later levels the aliens prove far more formidable.

Morpheus is not a game which can be mastered in one easy sitting. It takes time to familiarise yourself with the inertial control mode and the unique playing environment, in particular the aliens and their many characteristics. The action varies from quiet and ominous to very hectic and nerve-racking, and the feeling of being there, at the truck of it all, is ever present. All the usual Braybrook popfizz is present, too, with a pleasant attract sequence and the ubiquitous plethora of options. Steve Turner's sound effects are first class, with an atmospheric heartbeat sound during play, and a piercing scream when the nucleus composes defeat and shuts down the level.

Morpheus reeks of quality and the professionalism. Andrew Braybrook has excelled himself and produced his most playable and involved game to date. My only criticism is the lack of a load and game save facility — it's quite disappointing to build up a decent ship only to make one small mistake and lose everything. Still, there's a chance that the disk version at least may support this option.



It would be all too easy to overlook *Morpheus* and dismiss it after only a few plays. Its many subtleties are what make *Morpheus* so absorbing, and put it in the same class as such timeless classics as *Elite*, *Mercenary* and *The Sentinel*.

While it may well fail to appeal to those 'ain up fans who like their action a little less subtle and more immediate, *Morpheus* will certainly thrill those who get hooked for many months to come.

Gary Pees



MORPHEUS



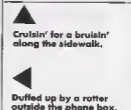
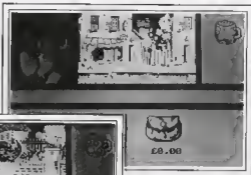
MORPHEUS		COMMODORE U.S.E.I. SUPERSTAR	
	1 2 3 4 5 6 7 8 9 10	CU RATING	
Video	████████████████████	9	
Audio	████████████████████		
Toughness	████████████████████		
Encouraging	████████████████████		
Fun	████████████████████		

While Andy Capp ambles along his Tyreside backstreets, a lone French biker is battling it out amongst the crumbling slums of the metropolis, hunting for the parts of his dismembered chopper (bike, that is).

Infogames' *Sidewalk* is, like Mirrorsoft's *Andy Capp*, a comic-strip arcade adventure with a bit of mugging thrown in for good measure, where 90 per cent of the action takes place on the streets, and where success depends, as always, on being in the right place at the right time, doing and saying the right things.

The graphics, however, couldn't be more different. The punks, heavies and hippies of *Sidewalk* are grotesque — the man sport immense phallic noses, leering grins and baleful eyes; the woman stagger beneath the weight of mammaries the size of Rocky Ford cat catalogues, capped with nipples like big cherries. It's the violent, exact style of the underground comic, where Fritz the Cat meets Gilbert

64/128
Infogames
Price:
£9.95/cass
£14.95/disk



▲ Cruisin' for a bruain' along the sidewalk.

◀ Duffed up by a rotter outside the phone box.

SIDEWALK

Sheitan's Fabulous Furry Freaks.

Both characters and the seedy scenery are highly detailed in monochrome — often so detailed that it's tricky to make them out, as in the portrait of the chain-wielding gang members. Fortunately, too, most of the graphics are static, with only a small window for animation sandwiched between the pictures of the characters found at each location.

We see our 'hero' striding past corner shops, bars, graffiti-spattered walls and crossroads. And we soon get to see some urban violence when he takes on individual thugs in a very disappointing combat sequence.

The playing area is minuscule: a dozen or so locations linked by junctions. Yet moving through them is haphazard, and though there seemed to be some logical route from one street to another, finding it often defeated me.

The object of this frantic exploration is simple enough. The lone dude, with the dangling proboscis has got until 7.30pm to find and assemble all the pieces of his stolen motorbike, and buy two tickets to the Bank Aid concert that he's taking his top-heavy girl to. She'll split with some bloke called John if he fails to get on his bike in time.

Equipped with a digital watch and a purse(?)(?) containing £50, he searches the scenery for hidden bike parts and the like, and attempts to persuade any thugs he encounters to part with any other bits in their possession. Below the screen are icons which allow you to choose the most appropriate action

— ask questions, resort to violence or run for cover.

It's not always advisable to attack the thugs (who've all got macho names like Snake and Sumo). If your character loses, they'll grab any cash and bike parts that he's collected, as well as his watch, which means he'll have to foolishly ask every pesser-by for the time. In any case, carefully and meekly talking to them will often reveal useful info.

The skills lie in performing the actions in the correct sequence, and in doing so you'll find that parts of the scenery will unlock, allowing your biker to meet the mechanic, the motor-toting punkette, or the stoned Garmaine. And every time you

attack a gang-member you'll have to visit the bar to top up your energy with booze — another similarity with the permanently squiffy *Andy Capp*.

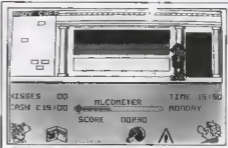
There's a lot in *Sidewalk* which will attract gamers — the unusual graphics, the relatively successful mix of logical puzzles and beat 'em up action — but it's main failing is that it's too easy by half. I reckon that a couple of evenings' play will have the game completed, and that's just not good enough for a full-priced game.

Worst of all is the boasting on the inlay that for each copy of *Sidewalk* sold Infogames will donate at least 15p to the Bank Aid trust. Big deal. It's a particularly warped sense of priority which tempts us to spend 12 quid on a game so that 1.5 per cent of it can be sent to starving Africans. You'll feel a hell of a lot better if you forget *Sidewalk* and send a tanner to Bank Aid instead.

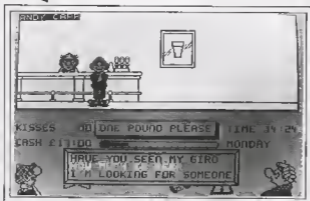
Bill Scolding

SIDEWALK										CURATING
1 2 3 4 5 6 7 8 9 10										5
VIDEO	[Progress bar]									
ACERO	[Progress bar]									
TOURNAZEE	[Progress bar]									
ENCOURAZEE	[Progress bar]									
YVE	[Progress bar]									

ANDY CAPP



▲ Andy poses outside the local.



64/128

Mirrosoft

Price:

£9.95/cass

£14.95/disk

For 30 years now that lovable layabout Andy Capp has been ducking and diving,

snoozing and sipping, propping up the bar and dispensing wisdom to Mirror readers and admires the world over.

And now Andy's starring in a computer game and the programmers have succeeded in producing an animated cartoon character who is exactly like the original. After years of unspeakable cartoon conversions, from Quicksilver's Flintstones to Melbourne House's Asterix, the software industry has finally coughed up a comic-strip character who wouldn't be instantly disowned by his creator.

Certainly the style of Reg Smyth's drawings — the simple line backgrounds, the clear sharp detail and the limited range of actions which Andy and his mates perform — is ideal for transferring to the computer screen, and the programming team (Blitter Animations) have thankfully

avoided any attempt to add colour to the stark black and white images. Andy, Flo, Chalkie and the rest stroll through a monochromatic world of terraced back streets, corner shops, brick walls and lampposts.

At the start of play we find Andy in his living room, uncharacteristically wide awake at six in the morning. he's also uncharacteristically got eight quid in his pocket. The game initially tells us that Flo is waiting for Andy's dole cheque — which has unaccountably gone missing — and she threatens to be off to her mother's if it doesn't turn up.

And so Andy ambles off, hands in pockets, to see if he can scrounge a few readies and locate the wayward girl. A row of icons below the animation screen allow him to buy things, speak to other characters, duff them over, and examine and use any items collected along the way. Andy's also got a battery of devastating kisses to resort to in times of crisis. If he blows one at an approaching bobby the latter will be so stunned he'll stop dead in his tracks.

Though the playing area is only 80

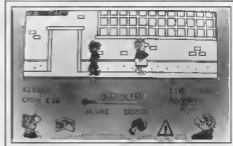
screens or so, the number of corners and similar scenery will have Andy going round in circles if he just follows his nose. Once the streets are mapped, Andy will be able to take the shortest routes between the newsagents and the bookies, the Town Hall and the dole office, popping in for a quick jar en route.

Play soon boils down to the usual trial-and-error technique, as you get Andy endlessly tugging the wrong people, asking the wrong questions, and arriving at pubs, shops and council offices just after they've closed. Things you might try include getting a loan off an unbelievably glibble newsgather, buying the *Racing Times* and placing a bet on the tip for Wednesday's races. This will be rewarded with the bookie handing over Andy's rent-book, and with this (and 20 quid) Andy can pay his arrears at the Town Hall.

Things to be avoided are any confrontations with Flo, the police or the rent collector. Though Andy might resort to fistfuffs in sticky situations — and even pick up some cash in the process — sooner or

▲ Pursue Flo' for some dosh.

▲ Best get one in before last orders.



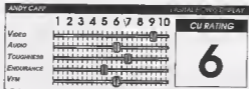
later he'll get imprisoned.

At all times it's essential to keep Andy's alcohol level topped up, so you've got to time his rambling so that he can sup a few jars during opening time, and if necessary, buy a 'take-out. Enough beer, and six hours' top every day, will get you through what is, on the whole, a reasonably typical week in the life of Andy Capp.

Except there's one thing missing. Humour. There's not one thing in the game, as far as I can see. The closest thing you get to a joke is a smart-arse one-liner from the woman in the dole office.

Despite all the fancy trimmings — near-perfect graphics and animation, the Howls advert brass band music — what Mirrosoft is serving up here is yet another tired explore-and-collect game. Middy challenging and frequently tedious, *Andy Capp* is about as funny as being trapped in a lift with Gyles Brandreth.

Bill Scolding



Evesham Micos

Now you don't have to put up with an old fashioned looking computer. Fit this smart & modern looking new case to your trusty '84 and it will feel like you are using a brand new computer.

- Lower key height
- Modern styling
- Easy to fit

This high quality Injection moulded case really will transform your '84, so why put up with an old fashioned image. Order One now.



"...Fitting the case is simply itself and should present no problem to anyone with even a rudimentary knowledge of how to hold and use a screwdriver."

YOUR COMMODORE

THE SLIMLINE 64

ONLY
£19.95

Your '64 could look like this

Selected Products



£199.00

THE STAR LC-10
The NEW No. 1 CBM ready printer

A fabulous new printer from Star that offers even more features than the much praised NL-10 that it replaces. Available as a Commodore ready printer for 64/128 users or as standard parallel version for Amiga owners. Supplied with all cables, ready to operate, just slot the model of computer with your order.

SPECIAL - 2 extra ribbons FREE with LC-10

- ◆ Tractor & friction
- ◆ Auto & sheet feed
- ◆ Front panel selection of most modes
- ◆ 4 (yes 4) NLQ fonts
- ◆ Paper parking (use single sheets without removing tractor)
- ◆ Double & quad height characters

DISK NOTCHER Double your disk capacity, allows you to easily & accurately cut & second entry point record. £4.95

POWER PACK Replacement power pack to suit 64 £24.95

AZIMATE 3809 Check and adjust CBM cassette head alignment. Easy to use. £6.95

MOTHERBOARD Also with either all upright or with one straight and 13 month software sales type when opening. £29.00

32KTC SUPERGRAPHIX The best graphics interface for 64/128 5K buffer adjustable fonts etc. very good. £69.95

DATA RECORDER CBM Compatible type. Same performance etc. as C2761531 but cheaper and with pause. £24.95

1541C DISK DRIVE We will save you time & why not get a 1541C drive - less money and many advantages. £169.95

We have a good stock of Commodore related equipment. If you don't see what you want please give us a call

SPECIAL OFFER PRICE NOW INCLUDES DOLPHIN COPY

DOLPHIN DOS

THE EFFECT IS STAGGERING.

The established standard parallel operating system for the 64/128 and 1541 disk drive. Now in use with most of the best software houses including Graffiti, Business Project 4, Textaurus, CRL, Alligate, 3-D separator etc. etc. as well as many of the top independent software & engineering houses. The speed and efficiency is incredible - you would believe that the humble one 1541 could load 272 blocks in less than 8 seconds - it is compatible with the majority of commercial software and can be backed up when necessary. One of the real pleasures of using it in a system is its use with the latest & largest of 3.5" floppy disks. It is a pleasure to point out that this is achieved using standard CBM disk format and not a special system. Therefore you can still use your existing disks.

INSTALLATION

Printing module fitting has sub assembly boards one in the 64/128 and one in the 1541 normally plus just 1541 in but some 64s need a small amount of adapting.

EXTRAS AVAILABLE

- | | |
|---|--------|
| User and separator card | £4.95 |
| Kernel for 728 or 128 mode | £9.95 |
| Second drive assembly | £44.95 |
| Dolphin Copy (selection of copies includes very powerful nubber, extra fast unprint and selective file) | £7.95 |

ONLY
£69.95

SOME OF THE FEATURES

- LOAD speed 232 normal (PRO)
- SAVE speed 122 normal (PRO)
- LOAD speed 122 normal (SEQ)
- SAVE speed 82 normal (SEQ)
- LOAD/SAVE fast normal (REL)
- Format 40 tracks 748 normal
- Monitor built in
- Loads 202 blocks in 5 secs
- Enhanced screen editor
- Drives auto-voice printer
- Extra BASIC commands
- Compatible with standard DOS
- Can be switched out

Disks Boxes

35 bulk packed 5 1/4" disks with alpha-a up tabs and labels. Good quality & fully protected. £13.95

25 disks a box. 5 1/4" disks as above 200 50 capacity locking storage box. £22.95

25 disks a box. 5 1/4" disks as above 200 50 capacity locking box. A very popular size. £24.95

100 capacity box. High quality lockable box. 100 capacity locking box. £10.95

100 capacity box. Larger capacity version of above. £13.95

FOR SPEED, POWER AND EASE OF USE FREEZE MACHINE

Now with..
"Single part
save"
Includes..
"Freeze
Frame MkV
& Lazer II"



CHILLS THE REST!

"... far outstrips
the opposition in
both price and
performance."
"... the most
effective and
reliable disk
diagnostic tool
I have ever used."

Why Freeze Machine?

This is the latest and most effective backup cartridge from Evesham Micros. Its special feature is the staggering feature. Imagine being able to SAVE & RELOAD your software in less than 10 seconds. No other device can completely match these features. Buy the "Freeze Machine" and see it perform. If you don't agree, we'll be available to return it within your statutory 28 days for full refund. We are that confident.

ONLY
£28.95

UPGRADES

MkI, II, III, IIB.... £ 19.95
MKIV £ 7.95
Lazer..... £ 2.00



Freeze Machine Utility Disk V3.0

Latest version of the disk that complements the use of the Freeze Machine. Includes over 20 modules. Allows the user to load or disk of many programs that load extra parts as the game progresses (the most standard cartridge format format). Includes many of the latest popular titles like Last Ninja 3, Quackity plus many "demos" like World Demos & Superbyte. Every useful disk on the year's Freeze Machine.

Upgrade £ 2.00

ONLY **£7.95**

DOUBLER DORNER

The tape backup device

Still selling well, years after it's initial appearance. Surely it must be the most effective product of its type. Consists of hardware and software and uses a clever method, controlled by the software that allows you to make perfect backups of your tape software. Uses two CBM type data recorders.

- Easy to use
- Good results
- Proven design

£12.95

Disc Disector V5.0

Our popular disk backup/utility package includes a wide range of powerful and useful programs. The 'nibblers' can produce backups of most protected software. Includes many parameters for the most difficult to copy software.

- Evesham 3 & 8 minute nibblers
- Many parameters
- Dual drive nibbler
- Selective menu maker
- Disk orderly
- Unscratch
- Disk rescue
- Diacom
- Etc. etc.

£19.95

The whole package is easy to use and menu driven. Works with 128 or 64 mode.

1541 Exam

is your 1541 suffering from...

ALIGNMENT PROBLEMS

If so then this is the package for you. Contains digital alignment disk and drive fault diagnosis software that allows you to both check and correct head alignment and speed.

- Checks alignment
- Checks speed
- Detailed instructions
- Includes quiet stops

£39.95

1541 QUIET STOPS

Woodpecker trouble? Silence your 1541 now (not suitable for turn lever type drives)

- Easy to fit
- Detailed instructions
- Does two drives
- Prevents mis-alignment

£4.95

All prices VAT/delivery inclusive. Next day delivery £5.00 extra.

How to order

Send cheque P.O. or ACCESS VISA details. Phone with ACCESS VISA details. Govt. vans & PLC electrical orders outside same day despatch wherever possible. Orders with ins. open 8 days 9.30 to 5.30. All offers subject to availability. E & O.E. TEL: 0386 765504 FAX: 0386 765554

ALSO AT: 1756 PERSHORE RD., COTTLEDGE, BIRMINGHAM, B30 3RH. TEL: 021 488 4984

GEOS

Full range of Berkeley Softworks GEOS products for the 64 & 128 at the best prices

GEOS 64.....	£24.95
GEOFLE.....	£24.95
GEOCALC.....	£24.95
GEOWR/DESKTOP.....	£21.95
GEOWRITE WORKSHOP.....	£24.95
FONTPACK ONE.....	£16.95
GEOSPELL.....	£16.95
GEOPUBLISH.....	£32.95
GEOS 128.....	£32.95
GEOWRITE WORKSHOP 128.....	£32.95

IconTroller

By Suncom the keyboard mounted cursor controller, a natty little stick that attaches to your keyboard. Perfect for icon driven software like GEOS.

Only **£11.95**

Evesham Micros

63 BRIDGE STREET

EVESHAM

WORCS WR11 4SF

Tel: (0386) 765500





Brit' rule

● In case he happens to be reading this mag I would just like to say this to the writer of the letter in last month's issue about a so called Arts-American feeling. What you were saying was total crap. British games are of a very high standard (usually) and if you think that all of the reviewers in CU are so bad why do you buy the mag in the first place?

Now I've got that off my chest I'd like to say well done Mr Parr for some good reviews in the January ish.

Now for those who took part in the great Smarbie Top debate I've another question why do BIC pens have a hole half way up?

Rik Living
Nr Bristol

Gary thank you very much. "Thanks Rik" he says. As for BIC pens Mel Smith and Gryff Rhys Jones have that answer, but let's face it? Who uses them these days anyway.

Covers

● I have been buying Commodore User for many months now and I would like to congratulate you on the quality of your covers and pull-out posters. They are of outstanding quality and extremely detailed and colourful.

In my view it is very important for a magazine to have a decent cover. It catches the eye of anyone browsing and encourages them to take it down off the shelf for a look.

My favourites being the Roadrunner and Combat School cover.

So whoever's responsible for creating these drawings, keep up the good work.
Jonathan Layce#
timstar,
Somerset

We like to keep our cover artwork to a high standard by using top artists. You'll note this month we have Rogue Trooper artist Brett Evans working for us.

Spoilt kids

● I am writing to air my views on the Kidspay compilation. It will no doubt sell in vast quantities, but the question is, why? Will it be because of it's quality? No. The answer is simply because the proceeds are going to charity. All at the fault of the greedy software houses. Let me explain.

Firstly there is English Software, Melbourne House, Beyond and ANF software, who gave naff games to the compilation. They do this because it won't effect sales outside the compilation and won't lose any money.

Next, US Gold, Electronic Arts, Electric Dreams, Ansoft and Activision, they gave old games for the same reason that it won't effect outside sales. And so if the software houses are not gaining money they certainly aren't losing any!

If software houses continue to do this people will no longer buy charity compilations, so please buck your ideas up!

Dennis Barnfield
Northumberland
This is of course one side of the coin (op.) Remember the software houses were under no obligation to give anything, perhaps someone in the accused businesses would like to respond to this blast.

Wisdom

● Did you know that CU and Wisdom Cnocket Monthly come out on the same day every month? For about 2 years I have always anxiously read Wisdom first from cover to cover hoping that one month I would discover

that Gloucestershire had signed up Javed Masood to lead us to glory. CU has always been thrown in the corner for a week to be resurrected on many occasions the day after I had lashed out a tennor on High Street software which had been reviewed at '2 OVERALL' in the current magazine. My new year's resolution is to reverse my reading habits to avoid double disappointments. From 1988 onwards it's WISDOM BEFORE WISDEN
M.E. Hession
Cheltenham

Torture

● Here's another letter to Mike Pattenden (-Again? JM) In the December issue a Thomas Brekk wrote about some ways to punish Nick 'Why-do-you-call-him-'Double dealer' Kelly, in my opinion he would get off too easy, so I've sent this letter to give you some tips on punishment. You might try it out to see if it has the desired effect.

The umbrella trick. First you bend back the neck of the victim, then you tie an umbrella and stick it down the throat. You now open the umbrella! (Whilst it's still in the throat). Don't bother if the victim makes a lot of strange and ugly sounds, they're supposed to.

The light-bulb trick. You use any normal light-bulb you have, and if you want to you can fill it with acid, garlic or termites. The next step is to force the victim to swallow the bulb. This is easily achieved by pointing a gun or walking round them in shiny leatherboots, holding a red-hot iron and screaming. When you've made it that far, kick him/her in the stomach.

The Fat Wrestler trick. The most simple. You hire a fat, snarling wrestler to jump on the victim's more sensitive body parts as eyes, tongue, brain and belly. — Simple but very

entertaining.

By the way of the road, Mike, do you hate Nick's dog? You wrote that you wanted it dead! Does it chew on your joystick cable and pee on your wordprocessor? Or are you one of those guys who hates animals and assassinate them in dark alleys?

Anonymous
Sweden

What a strange person you are. MP hates dogs because they make him sneeze.

Bobble's brill

● What can I say? Your mag just gets better! Not only do we get more great posters (more Jerry Paris please!), the best arcades column in the world (yay Nick you're the best! Hotshots, which is undoubtedly the best column anywhere. We also get personalities (ie someone who is rather famous) in each mag. I must admit I've never heard of Tony Cottas before (whoops!) there goes my chance of star letter!) but *Bubble Bubble*, and still is my all time favourite game. Thank you, Firebird for the brilliant conversion.

I do have a complaint, however, about the letters complaining about the complaining letters. Really huge, keep on printing them, I love seeing idiots being slagged off, especially bigots. My other complaint concerns your competitions, it takes all British mags a long time to get here and by that time the comp's finished ages ago. There are so many comps so I would have just liked the substitution of simply entering.

Remember the picture you had Mr Paris draw for the Boobanan (copyright Mike "I kill myself sometimes" Pattenden) review a number of months back? Well could he do more of these drawings in the review pages?

E C C A
Sydney,
Australia

Watch out for Bubble Bobble on the Amiga, Sorry no Jerry Paris illustrations in the pipeline.

Blind owl

● What really niggles me is the fact that certain reviewers are unable merely to pass comments upon software, but be constructive or otherwise without treating

readers to a dose of their on so funny and remarkably mature wit, gosh they're so trendy and incredibly streetwise god bless them!, I bet they are a real boon at parties and other social gatherings.

Good old Ferdy made a really well-researched comment in his "review" of Gary Lineker's Saperstar Soccer when he mentioned the "long hard pointless boot" towards the goal in trust Sheffield Bud fashion", and

then proceeded to name the teams whom in his opinion play neat little balls

I would like to remind "Donkey" that the "pointless boot" recently stuffed Q.P.R. 3 goals to 1, the pointless boot have knocked West Ham out of the cup for two successive seasons, on the trot, once at Upton Park, not to mention league victories. As for Bristol City, where did the player who is doing all their goal scoring come

from?? Crikey, the team who use the long pointless boot. Come to think of it where did QPR's leading scorer for the last few seasons come from can you remember Donkey old mate???

I would like to ask Mr Hamilton if he watches Wednesday on a regular basis and if, as I suspect, the answer is no, how he can come out with such a derogatory statement about a football team he can see at the most four times a year?

No doubt Ferdy will offer a really profound statement about QPR's and Wednesday's league positions, but I've got a crisp hard earned tenner that says the Owls finish above QPR and West Ham at the end of this season. How about it "Donkey"??

Incidentally the recent comic feature was disgusting and should never have been printed, I am sure you will be aware of the strip to which I refer, this garbage is no doubt bought by weak minded youngsters who think that anything that uses bad language is incredibly trendy. I'm sure that you will agree (will you?) that this is not so and that stuff like this should not be given exposure in a quality mag such as CU. Up the Owls.

R. Smith
Chesterfield

Sorry you didn't like the comics feature, the air must be so clean on Hillsborough's terraces. Ferdy's point about 'the long pointless boot' is fair comment. No-one's denying that it doesn't get results. But who wants that kind of result? And yes we do like Viz, Rude words 'n' all. Pussies aren't we?

complain about things like that. A good example is how a few readers took your drink chart seriously
Glenn Twiddle
Ipswich

Poster claim

● In your December issue, you advertised your forthcoming January issue (you know, the one with the free poster.) The one paragraph boasted a spectacular gift if anyone spotted the CU crew in the free poster. Well, I spotted Mike Patten in the bottom left-hand corner. In the Sega *Afterburner* cabinet there is a skeleton. These rotten human remains must belong to Hotshots who has been playing his personal fave for so long that he's wasted away. Therefore, I claim my prize.

Neal Hudson
Sutton Coldfield

That wasn't Hotshots in the *Afterburner* cabinet, it was the ghost of Eugene Lacey.

Coin-op

● Please could you tell me how much a coin-op is like *Gauntlet*, *Afterburner*, *Out Run* etc. And where do you get them from and if you cannot buy them can you rent one? I am asking this because I want one plus I'll be the envy of all my mates
David Greenwood
Tadmorden
Lancs

You can buy coin-ops, but be warned they come pretty expensive. *Afterburner* is the most expensive yet. It'll set you back a cool £19,000. Have you got that kind of dosh? Of course there are cheaper ones and you can even get them second-hand from distributors or through adverts in the arcade trade mags. You're still talking hundreds of quid.

Complainant

● I am one of millions of Australian C.U. fans. I just received your October issue on the 19th of December.

By the way, why didn't you come to Australia when you did your arcade map?

Do you know how stupid all of your readers sound when they



JANE ST
HEWLETT

LETTERS

INTO THE VALLEY

BY KEITH CAMPBELL

DEJA VU

Mindscape/
Mirrorsoft
64/128
Price: £14.95/
disk
Amiga
Price: £29.95

▼ In the washroom,
feeling rough.



Deja Vu is a most unusual adventure, driven almost exclusively by joystick. Nevertheless, it is a text adventure, not an arcade adventure! Let me explain.

The screen consists of three main windows. The graphics window shows a pictorial representation of the current location. A window below it conveys the text narrative, plus any messages in response to commands like EXAMINE. The inventory window, to the right, is used to deposit

objects shown in the graphics window that have been TAKEN.

Above these windows is a collection of verb boxes, and below the inventory window is an exit window.

Control is effected through an arrow which can be moved and superimposed over any part of the screen, by means of the joystick. Amiga users will be familiar with this OEM-type system, but it is likely that C-64 owners will not. Once the arrow is positioned, the fire button is used to



▼ The weird room.
What's that chair for?



▼ Down the elevator shaft
to the sewer.

Playing an adventure string back with joystick in hand makes a welcome change from a lot of keyboard banging. However, whilst there are simply no difficulties in finding the words you need, the vocabulary, limited to eight verbs, inevitably leads to a frustrating series of problems, rather than those of a more

▼ Who killed him, not you, or was it?



issue that command.

For example, to take an object that is displayed in the picture, the arrow is placed over it, and the button held down. The joystick is then moved to 'drag' the object into the inventory window, and releasing the fire button 'drops' the object into the inventory. No words are used at all.

To issue a 'real' command, a verb from one of the verb boxes is pointed to with the arrow, and the fire button clicked. It is then linked with an object to the main picture, or perhaps, the inventory. So to unlock a door, OPERATE is selected as the verb, then KEY in the inventory is clicked-on, followed by the door to be unlocked in the picture.

There are OPEN windows, too. If you OPEN the coat, a little coat window springs up over part of the picture, showing the contents of its pockets. If there are too many objects to display, the scroll boxes can be used to scroll down through the contents. Taking this one stage further, you may decide to open a wallet found in the coat, and so you will now have two open windows at the same time.

The plot is that of a mystery thriller.

subtle and varied type.

I played the C-64 version, and one or two quirks in the way it operated caused a little frustration. The arrow moves smoothly enough across the screen, but as speed varies depending upon where it is, it is therefore difficult to exercise a fine control, and placing the arrow accurately in a small area takes some doing. Double clicking on exits usually takes you through them without having to resort to the GO icon, but often I found I had to give the button two or three more clicks to get myself moving.

The high Graphics rating reflects the cleverly laid out screen and system of controls and boxes, rather than staggeringly artistic pictures. The Playability rating takes account of the lack of fine control over the arrow. These ratings, and comments on the operation of the game, refer to the C-64 version. Play should be significantly superior on the Amiga version.

For something different, Deja Vu is worth trying, and in any event, makes a worthwhile adventure.

GRAPHICS:	8
PLAYABILITY:	7
POSSIBILITY:	8
OVERALL:	7

INTO THE VALLEY

BY KEITH CAMPBELL

VENOM

**Mastertronic
64/128
Price: £1.99**

Adventures always seem to come in runs. If there's one new Intocom game released, it's a good bet that it's one of a pair. This month sees two icon-driven joystick adventures. But *Madagascar's Dora Wu* is one thing, while *Venom*, from Mastertronic, cannot even be described as a poor man's budget alternative.

Here's the screen layout: From top left to bottom, location picture top left (and nothing to write home about); then a right-to-left zigzag-line scrolling 'commentary' (for want of a better description); selected word display below that; followed by about five lines of text right across the bottom. To the top right is a two-column set of verb icons, and below that, a set of character icons.

It seems that whoever wrote the program, realised at the last minute that not all the necessary verbs

would fit on the list, and so it is split into two blocks separated by a SCROLL icon. Each of the displayed verbs can be selected, but operating the SCROLL icon toggles the lower block over to an alternative set replaced by selecting a SCROLL icon that separates the two blocks.

Commands are entered by moving a highlight around with the joystick to select a verb. The highlight then moves into either the characters present window, or the main text window, for selection of the object. There is no control over any elements in the picture.

The joystick does not give very fine control over movement of the highlight, and most of the time I found I was overshooting my target word. Just when I thought I had mastered the controls, and decided to drink that glass of ale the landlord of the Dancing Drayman was carrying, I found that the game was, after all, virtually unplayable.

GULP is the word I chose, and promisingly the moving banner announced 'consume consume consume endlessly' but for some

obscure reason, GOLD was written into the band below, and all sign of the highlight cursor disappeared. After a few minutes furious button-pressing, I finally wrested control back from the computer, but still remain doubtful as to how I did it.

The plot is one of those 'overthrow the evil one' sagas, in a boringly timeless setting somewhere between the days of Greek mythology and the Middle Ages. If you buy the game and want to read up the background, then make sure you have a magnifying glass, as unlike the rest of other

great Mastertronic games, on the back page of the play, the actual instructions are eyestrain-destroying minute. But who cares about instructions, when there's all those other great Mastertronic games to read about...

GRAPHICS:	3
PLAYABILITY:	4
PUZZLEABILITY:	6
OVERALL:	7

FOOTBALL FRENZY

**Alternative
Software
64/128
Price:
£1.99 cass**

With Grimsditch Rangers due to play in the cup final in three days time, the team are in fine fettle and raring to go.

"What could possibly go wrong?" asks the mley.

What indeed? As manager, I could find very little to worry about, save a pile of bills dumped on my office desk by my secretary. Funny thing that — you have to go through my office to get to hers. I thought it was always supposed to be the other way round.

Confusing things, offices, especially when you have to go west to leave through an east exit. Still, some sort of explanation will turn up later in the game, I'll be bound.

I read through the bills and discovered that one of them was for the Electricity Company!! (The shape of things to come, or just wishful thinking on the part of the pre-purchase author?). So I had a wander around town. The bank manager was not so I couldn't get a loan to pay the bills. Perhaps I didn't even need one? Returning to the ground, and having little else to do, I decided to porpoise one of the players in Saturday's bag

match, grabbed a ball and strolled out onto the pitch to kick it around.

"You haven't time to mess about like that", chided the program.

Not to worry, life goes on, and no problems are presenting themselves. What can go wrong? I didn't know at the start, and I'm still none the wiser now. The instructions give nothing away save the vocabulary.

Here we have a budget adventure that looks decidedly GACKED. Some locations have graphics but many pictures are clones. I can't say that I was particularly motivated to hang about and wait for something to happen, for nothing about the game particularly grabbed me.

But then, this is the last review for the month and out of the corner of my eye I can see *Border Zone* on the shelf, lined up for the next issue.

GRAPHICS:	5
PLAYABILITY:	6
PUZZLEABILITY:	6
OVERALL:	6



MICROMUD

Virgin Games/
Mosaic
64/128
Price: n/a

Micromud is a single user simulation of MUD, the famous Multi-User Dungeon, which originally ran on the Essex University computer. MUD is available commercially nowadays, along with other multi-user adventures, notably Mircroner's Shades. To play these, you need communications software and a modem for your own particular computer, plus a telephone socket within easy reach of your setup, and of course, an ID and password enabling you to get into the appropriate system.

Ignoring the capital outlay for the necessary hardware, to play one of these games is fairly expensive. There's the annual subscription, the charge levied for time connected to the game, possibly a charge for time connected to the system on which the game runs, and the telephone call charges, usually at local rate, appropriate to the time of day.

While with careful use of the system, by logging in during off-peak hours, this need not cost too much, the careless or addicted user can run up some frightening bills. And it is easy to get addicted.

If addiction sets in, it is ongoing, for unlike a conventional adventure, there is no real 'ending' to a multi-user adventure — there can't be, by its very nature. Typically, eight or ten players can join in each session, and there may be a number of simultaneous sessions running to accommodate the demand at any given time. Points are scored by collecting and depositing treasure in a designated place, by fighting and wounding, and by carrying out certain special tasks. An object can only be possessed by one player, or persona at a time, and once deposited, a treasure ceases to be available.

This is becomes necessary for the game to be most every so often, typically more frequently than hourly, and the dungeon starts afresh. Only the points score and other characteristics of the players are retained, so most of the fun and enjoyment is gained from the interaction with other personas. You can speak to them within the game, help them, or fight them, so playing becomes more a

fantasy existence than a head-bashing adventure.

The objective in all this is to increase one's point score to become a Wizard or Arch Wizard, and then a whole new dimension opens up. For Wis's have special powers — they can invade all sorts of powers over the other players. Effectively, they police the game, and can throw players off the system for using bad language, for example. Their powers range from changing rooms around, to pointing the Finger Of Death at someone deemed to be a real bad-dude.

A bad-die is classed as someone who goes around killing indiscriminately — that is bad for the viability of the game, since every time you are killed your point score reduces. If you have reached a very high status after many hours of play, being reduced to a novice may make you give up playing. There is a paradox here, in that points are awarded for successful attacks!

What has all this to do with Micromud? Because Micromud is such a realistic simulation of the real MUD, it is necessary to get an understanding of the workings of a true multi-user game.

The 'other players' in Micromud are effectively 'intelligent mobiles' or computer generated characters who respond in a way approaching the real live players in MUD. Ten of these, from a possible selection of one hundred, will join you in the game.

The game is played in real time, and the movies move around in the same way as you. Just as in the real time, when one enters your location, you get a message like CLAREE THE NECRONANCESS HAS JUST ARRIVED. And if Claree reaches the Woodman's Hut before you, chances are she'll make off with the very axe you were after. Before long she may well be asking for your help — and perhaps your score will benefit if you are able to give it.

As in MUD, treasure must be dropped in the swamp to register points and increase the player's status. If you like magic you'll find a whole range of spells at your command, and over 400 rooms to practise them in. In all, the game boasts over 250 objects, and over 800 words understood by the intelligent mobiles.

Micromud was developed by Jon Stuart and Paul McCracken on a BBC micro with a second processor, with only 64 owners in mind — there are

simply not enough two processor BBC systems around to make the original commercially viable. However, with the recent growth in the 16-bit market, it is just possible that Araga owners will get their own version eventually.

Playing Micromud feels extremely like playing the real thing, and it's a whole lot cheaper. One thing, though

— you will never get to meet the other participants, as you might at, say, a Shades 'meet'. That could just be another advantage...

GRAPHICS:	n/a
PLAYABILITY:	3
PUZZLEABILITY:	7
OVERALL:	8

CAMPBELL'S COMMENT

When Activision came to the rescue of Infocom, sipping due to the financial disaster not of its adventures but a PC database product known as Cornerstone, adventures' initial reaction was one of concern. The takeover was seen as likely to be detrimental to the quality of Infocom products, with pressure to introduce graphics, and perhaps, to 'popularise' their games in other ways. 'Popularising' would, of course, mean appealing to the lowest common denominator.

However, to the contrary, things actually started improving. Infocom titles were a big success to find and to buy. Visits from the Infocom team to Activision in the UK afforded adventure columnists the opportunity to meet them, interview them, and thus to bring their readers closer to what had, until then, been a rather remote company.

But then it happened: Our worst fears, it seems, albeit in a different form, were justified after all. Activision decided to clear its warehouse of Infocom stock, dumping it on retailers at a fraction of its real worth. Nice if you managed to pick up a bargain (and quite a few did) but a bargain unlikely to be repeated, for these titles are now destined to stay out of stock. Not so nice for the people who didn't, and not so nice for the future of Infocom adventures.

"Why did they do this?" asks the open-mouthed reader. A rumour echoing round the Valley suggests that SOMEONE had failed to meet his target turnover figure for the quarter, and panicked into picking up a few more hundred pounds by shifting something at any cost. And guess what? The best games in the warehouse were the first to go!

The most appalling thing is that it shows a complete lack of understanding of the adventure market.

Slow-moving stock these packages may have been, but adventures last, and last, and last. People buy the new 16-bit computers, owners of disk drives for the first time, perhaps, will want a copy of Zork — written some six or seven years ago. But there's not one single arcade game around that could boast a record like that! So sadly, for the time being at least, Zork is just (one of) the titles that are no longer available in ANY format in the UK.

A letter from Valley reader John Clayton this month relates a dialogue he had with Mastertron, about Kenia. "They seemed surprised that the game should still be one sale anywhere, claiming that it is a years old game..." he wrote.

One can only assume that some of the big boys in the games software industry just do not understand that adventures are the classics, not the pops, of computer games. They may not sell millions overnight, but neither do they date so quickly, interest in them does not vanish overnight. Perhaps arcade-borne persons (especially those short of their targets) should read a few adventure tomes, particularly the Holmeses, and learn just how much continuing interest there is in a wide range of some very old games.



INTO THE VALLEY

BY KEITH CAMPBELL

RESCUE

IT'S ALWAYS GRATIFYING to receive help in response to problems that are mentioned in the Valley. It means that even if we couldn't answer you directly when you first wrote, eventually you get the clue you need, thanks to the helpful nature of other Commodore User readers. So don't hesitate to let us know if you are in trouble, and keep the clues rolling in as well.

This month we have Mr. R. Smith, of Milton Keynes to thank for more than one useful tip. In *Shadows Of Murder*, says Mr. Smith, a lot of people seem to be making the mistake of heading the raft in the same place as they

found the logs. Wrong! This is not the way to do it. As Sam, you should drag the logs to the edge of the swamp one at a time, and then make the raft. Using the pole, you can then POLE RAFT SOUTH. But, adds Mr. Smith, you will have to make two journeys, as the raft will only carry two people at a time.

Another explanation of a vexing problem, concerns the use of the wedge, in *Quest For The Holy Grail*. "Don't drop it at the castle door, just carry it when you want to enter," he explains. "It is safe to drop the wedge outside the castle... but don't carry it past the three-headed knight or he

COLOUR OF MAGIC:

If you talk to the guard he will tell you where Twoflower is. Free him, but WAIT when you confront the baddies.

NEVERENDING STORY:

To open the ornate door, SAY PLEASE.

FRANKENSTEIN:

Can't get out? Take a seat and wait!

RING OF POWER:

Water the bean seed to climb the cliff.

MASTER OF THE UNIVERSE:

Examine the alcova, and examine the posts.

NECRIS DOOM:

Mandroid killing:

Reception 3 — push caskets

Reception 8 — make magnet with coil, coil and bar

Reception 10 — hit water pipe with axe

Reception 11 — throw mandroid into refuse unit

China 1 — open oil drum and shoot at-lan gun at pool of oil

Africa 7 — Fill helmet with acid and throw at mandroid

It is the bleeper that draws you into the matter inversion chamber.

JINXTER:

One squeaky runner alerts another. Water expands when frozen.

will take it from you and eat it!" More clues from Mr. Smith appear in the clues section.

Now here's a puzzle concerning Kayleth. David May of Hitchin, has the Essence of The necessary to kill Kayleth, but he can't get into the space ship. Whenever he uses the Asp chamber to go to the ship, he gets the message: "There's no air in this section of Krowax, you cannot breathe!" And he promptly dies. What's he doing wrong?

Talking of Kayleth, among my Christmas cards this year was an extremely welcome one from Ann and Stefan Uthowski. "More power to you: allow for the only decent adventure column left in existence..." wrote Ann. You've got me blushing now, Ann, but no doubt I'll get over it when I've shown your letter to the new boss, and squeaked an extra grand a month out of him.

Ann and Stefan expressed their mortification at not getting to be at the

ADVIN Adventure's BINGE (see Campbell's Comment, December CD). Sorry about that. Next time you're on — but only on condition that in the meantime you've written a follow-on to *Rebel Planet* and *Kayleth*, both well-loved adventures simply crying out for a successor!

Enough pleasures! Down to more serious stuff. And what could be more serious than someone stuck in an adventure for which Valley Rescue can offer no service? Goblin Towers is the game, and Philip Geening the name. Philip is at a hook at the cliff edge, without a rope. Ooo-er!

Kat Arve Maran of Orre Ardai in Norway, knows there is a secret in his bedroom, but can't get at it. Anyone else with bedroom problems? (Three hours detention playing NAPM, NAPM, you at the back!) Look under *Masters Of The Universe* in the clues section.

Finally, thanks to John Clayton of Amgwy Crochu, for his detailed help with *Necris Dome*.

News

INFOCOM SPECIALS

Amiga owners will have to wait a bit longer for online releases of Infocom puzzles. Available in 4 or 64 Kbit or more, release IBM PC and CD-ROM versions of the series first, followed by Amiga later. The Amiga version of the new "BZ's" — *Beyond Zork* and *Winters of Ice* are scheduled for appearing during March.

Meanwhile, Infocom's adventure novels are still by price. For "normal" editions, the trade-in, £-64, books, previously £24.95, will now be £12.95, while Amiga titles will drop from £24.95 to £12.95.

THE NEW CU BINDER!



Improve your environment! Don't leave your CU's scattered over the bedroom floor. Get a binder and keep 'em nice and neat. If you don't you might just bump into this lot in a dark alley one night and they just might want to know why you didn't take their advice.

Please Send Me _____ Binders at £24.95 each including postage and packing

I enclose a cheque/postal order for £ _____

Please debit my Access/Visa Account Number _____

Amount £ _____

Expiry Date _____

Signed _____

Name _____

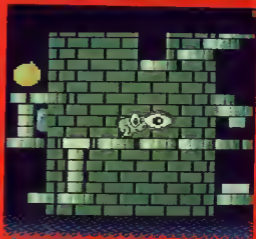
Address _____

Post Code _____

Please make cheques payable to EMAP Business & Computer Publications Ltd.

Allow 28 days for delivery. Return to:

COMMODORE USER Binder Offer, 14 Holkham Road, Orton Southgate,
Peterborough PE2 0UF



▲ Nebulus' first level is a maze of corridors, with the player's character and the enemy robot.

NEBULUS

Well, here I do. The developer, detailed and down-right weird as it is, does not know to what extent we'll be, but I'm convinced it's a highly creative effort. The primary attraction is, of course, the story.

Tower One: The Tower Of Eyes

Let's start the game, which is a 3D platformer. The first level is a maze of corridors, with the player's character and the enemy robot. The player's character is a small, yellow, robot-like creature with a single eye. The enemy robot is a larger, more complex machine with multiple eyes and a mechanical body.

The player's character is a small, yellow, robot-like creature with a single eye. The enemy robot is a larger, more complex machine with multiple eyes and a mechanical body. The player's character is a small, yellow, robot-like creature with a single eye. The enemy robot is a larger, more complex machine with multiple eyes and a mechanical body.

The player's character is a small, yellow, robot-like creature with a single eye. The enemy robot is a larger, more complex machine with multiple eyes and a mechanical body.

The player's character is a small, yellow, robot-like creature with a single eye. The enemy robot is a larger, more complex machine with multiple eyes and a mechanical body. The player's character is a small, yellow, robot-like creature with a single eye. The enemy robot is a larger, more complex machine with multiple eyes and a mechanical body.

Tower Two: The Realm Of Robots

The player's character is a small, yellow, robot-like creature with a single eye. The enemy robot is a larger, more complex machine with multiple eyes and a mechanical body. The player's character is a small, yellow, robot-like creature with a single eye. The enemy robot is a larger, more complex machine with multiple eyes and a mechanical body.

The player's character is a small, yellow, robot-like creature with a single eye. The enemy robot is a larger, more complex machine with multiple eyes and a mechanical body.

The player's character is a small, yellow, robot-like creature with a single eye. The enemy robot is a larger, more complex machine with multiple eyes and a mechanical body. The player's character is a small, yellow, robot-like creature with a single eye. The enemy robot is a larger, more complex machine with multiple eyes and a mechanical body.

The player's character is a small, yellow, robot-like creature with a single eye. The enemy robot is a larger, more complex machine with multiple eyes and a mechanical body. The player's character is a small, yellow, robot-like creature with a single eye. The enemy robot is a larger, more complex machine with multiple eyes and a mechanical body.

General Tips

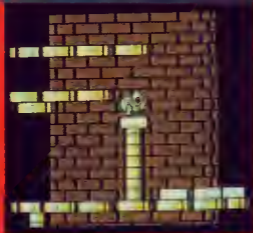
The following tips are intended to provide a general overview of the game. The player's character is a small, yellow, robot-like creature with a single eye. The enemy robot is a larger, more complex machine with multiple eyes and a mechanical body.

The player's character is a small, yellow, robot-like creature with a single eye. The enemy robot is a larger, more complex machine with multiple eyes and a mechanical body. The player's character is a small, yellow, robot-like creature with a single eye. The enemy robot is a larger, more complex machine with multiple eyes and a mechanical body.

Technique And Extra Features

The following tips are intended to provide a general overview of the game. The player's character is a small, yellow, robot-like creature with a single eye. The enemy robot is a larger, more complex machine with multiple eyes and a mechanical body.

by Gary Penn



Tower Three: The Trap Of Tricks

With the tower done, you finally get the "Secret" level. This is the only one you can't see until you've completed the tower. It's a little more difficult than the others, but it's also a lot more fun. You'll have to use all the tricks you've learned to get through it. The tower is made of brick, and the platforms are made of wood. You'll have to use your sword to cut through the wood, and your shield to block the enemy's attacks. The tower is a real test of your skills, and it's a great way to practice what you've learned.

To succeed through the tower, you'll need to use all the tricks you've learned. You'll have to use your sword to cut through the wood, and your shield to block the enemy's attacks. The tower is a real test of your skills, and it's a great way to practice what you've learned.

Tower Four: The Slippery Sillies

Now, back to the tower, and before you know it, you're back to back with the enemy. You'll have to use all the tricks you've learned to get through it. The tower is made of brick, and the platforms are made of wood. You'll have to use your sword to cut through the wood, and your shield to block the enemy's attacks. The tower is a real test of your skills, and it's a great way to practice what you've learned.

The tower is a real test of your skills, and it's a great way to practice what you've learned. You'll have to use all the tricks you've learned to get through it. The tower is made of brick, and the platforms are made of wood. You'll have to use your sword to cut through the wood, and your shield to block the enemy's attacks. The tower is a real test of your skills, and it's a great way to practice what you've learned.

▲ Tower Three: The Trap Of Tricks



Now, back to the tower, and before you know it, you're back to back with the enemy. You'll have to use all the tricks you've learned to get through it. The tower is made of brick, and the platforms are made of wood. You'll have to use your sword to cut through the wood, and your shield to block the enemy's attacks. The tower is a real test of your skills, and it's a great way to practice what you've learned.

The tower is a real test of your skills, and it's a great way to practice what you've learned. You'll have to use all the tricks you've learned to get through it. The tower is made of brick, and the platforms are made of wood. You'll have to use your sword to cut through the wood, and your shield to block the enemy's attacks. The tower is a real test of your skills, and it's a great way to practice what you've learned.

Just after the nearest platform, then climb the wall. You'll have to use all the tricks you've learned to get through it. The tower is made of brick, and the platforms are made of wood. You'll have to use your sword to cut through the wood, and your shield to block the enemy's attacks. The tower is a real test of your skills, and it's a great way to practice what you've learned.

Tower Five: The Broken Pad!

Here's when the tower gets tough — and you get your first lift to the top. You'll have to use all the tricks you've learned to get through it. The tower is made of brick, and the platforms are made of wood. You'll have to use your sword to cut through the wood, and your shield to block the enemy's attacks. The tower is a real test of your skills, and it's a great way to practice what you've learned.

Now, back to the tower, and before you know it, you're back to back with the enemy. You'll have to use all the tricks you've learned to get through it. The tower is made of brick, and the platforms are made of wood. You'll have to use your sword to cut through the wood, and your shield to block the enemy's attacks. The tower is a real test of your skills, and it's a great way to practice what you've learned.

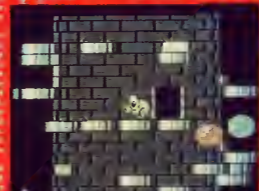
The tower is a real test of your skills, and it's a great way to practice what you've learned. You'll have to use all the tricks you've learned to get through it. The tower is made of brick, and the platforms are made of wood. You'll have to use your sword to cut through the wood, and your shield to block the enemy's attacks. The tower is a real test of your skills, and it's a great way to practice what you've learned.

Now, back to the tower, and before you know it, you're back to back with the enemy. You'll have to use all the tricks you've learned to get through it. The tower is made of brick, and the platforms are made of wood. You'll have to use your sword to cut through the wood, and your shield to block the enemy's attacks. The tower is a real test of your skills, and it's a great way to practice what you've learned.

The tower is a real test of your skills, and it's a great way to practice what you've learned. You'll have to use all the tricks you've learned to get through it. The tower is made of brick, and the platforms are made of wood. You'll have to use your sword to cut through the wood, and your shield to block the enemy's attacks. The tower is a real test of your skills, and it's a great way to practice what you've learned.

▲ You'll have to use all the tricks you've learned to get through it. The tower is made of brick, and the platforms are made of wood. You'll have to use your sword to cut through the wood, and your shield to block the enemy's attacks. The tower is a real test of your skills, and it's a great way to practice what you've learned.

▲ Tower Eight: But which of the three exits is your best?



HUNTER'S MOON

Continuing our series of hints and tips by the people who brought you the games, we asked Martin Walker, the man that stepped into the programming hat seat of Thalamos, to give us his very own player's guide to *Hunter's Moon*.

ENGINES

When first starting the game, experiment with the available engines. I've watched quite a few people plan *Hunter's* now and then seems in be a fairly even split of preferences. I like Cruise mode as you can cruise forward easily but get maximum speed when you need it. Turbo is ideal if you think you're Rambo and like powering through neural gaps with a worker scraping your horns. Retros are favoured by the careful player — some puzzle levels are best tackled by switching in this control mode, and the game defaults in this on power-up. The current engine type is displayed in the Status Symbol.

STARMAP

These are designed to show you if proceed in any direction. When you highlight a level, the Level Gauge in the middle of the lever interface will show its number. Remember the tricky levels (for you) and avoid going that way in future if you want to get by further starmaps. I nearly always lose a craft on level 6!

BONUS GAME

Early qualification for this is the secret of getting a long way into the game. When you first enter a level, one starcell on your radar will be flashing. Try to get in this before the Status Symbol counts down to zero — if you do, a flash of



blue will show that one digit of Loopspace is yours. Once all four digits have been won you will enter the bonus game whether the rest of the system is complete or not. Although this won't help unduly with Starmap One, from Two onwards you can start skipping tricky levels, and later on in the game it is possible to finish a system containing 13 levels after only completing four of them!

The bonus game itself is selected randomly from 8 possible types. Tactics largely depend on which comes up, but three things are worth bearing in mind.

1. Keep those lasers firing at all times!
2. Always pick off the work as closest in the Number.
3. If you are still alive after 30 seconds you'll get an extra craft and Parma-shield anyway — so hang in there!

PERMA-SHIELDS

You start each game with one of these, and an extra one in earned at the end of each bonus game whether you land the course or not. Use them wisely, and the following hints may be useful.

1. As they last right through a level once selected (unless your ship is this trayed) select as soon as you enter a particularly tricky level.
2. Once selected, try to ignore the spaces (they can't hurt you) and concentrate on avoiding the workers only.



3. When your extra craft gauge shows zero, don't take chances in tight spots — get those shields up and try to gain an extra craft by passing the next 10,000 points or completing the next bonus game.

GENERAL HINTS & TIPS

• On first entering a level no spaces will be launched for five seconds — use this time to take in your surroundings and decide which is the quickest way to the flashing starcell.

• Active cells are dropped by workers only while they are on-screen. In long corridors therefore, cruise along in the opposite direction to workers or in the same direction, but slightly ahead so spaces are always launched out of range.

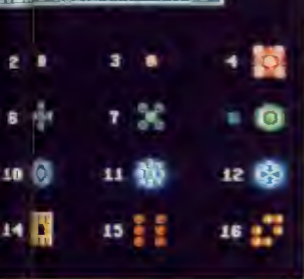
• When you are faced with many active cells, and need to hide your time before blasting into an intricate structure — back off. Once off-screen of active cells are removed and you can then return to the same spot for another try.

• If all cells dropped by a specific worker seem active, ignore them. Real active cells are dropped only occasionally. Levels 1 and 2 show this in



BY GARY PENN

TYPE'S ROOM CELL TYPES



action—they look pretty, but don't shoot back!

* From System 8 onwards any of the special features may be found, including some surprises. (Watch out for homing wormcells!)

CELL TYPES (SEE SCREENSHOT)

1. **Starcells**—These are the rulers of the colony and also hold the navigational information needed to get to the next star system. They are absorbed on contact with the Hunter, and the resultant energy surge renders it immune to spores for five seconds.

2. **Workers**—Single white cells which grow the colony. They are totally invulnerable and although not aggressive will always destroy the Hunter on impact. Avoid at all costs!!

3. **Spores**—Launched by all active defender cells, they vary according to which cell launches them. Some will home in or circle round.

4. **Caliness**—Soft, spongy and easily blasted, these throb with colour when active.

5. **Pestiferous**—So dense that lasers don't touch them. Only when active can a path be blasted through them.

6. **Metabombs**—Easily destroyed, and not very active. (Obviously developed by the workers as an early prototype).

7. **Superheads**—An improved version of 6, these have evolved the ability to aim their spores accurately. Take care and keep dodging to confuse them!

8. **Sprayers**—The first of the supercells, these fire up to 8 spores simultaneously in all directions. (Not very energy conscious—but deadly as the same). Try to shoot them as

soon as they become active to be safe.

9. **Knightcell**—Possibly the most deadly of all, be careful! They are highly aggressive, and their spores home in with great speed. You can wear and dodge to shake these off, but unless you know the level it may be best to aim a pernmashield.

10. **Eyeballs**—An armoured design which needs 2 hits to destroy. These are fairly easy in combat except when they become active, time they hurl spores in all directions as fast as possible.

11. **Doublecross**—A second generation armour plated cell. Many hits to destroy and semi-homing spores as well. Try to line up both lasers on a single cell as it will then explode in half the time. Again a pernmashield can be invaluable if things aren't going too well.

12. **Armoured**—The ultimate of its type, it is totally indestructible, whether active or not. You can however deactivate any cell using lasers. This can be useful when you are sitting waiting for a worker in pass.

13. **Metaworm**—The first of the nomadic wormcells. These were created to travel more freely than the larger varieties.

14. **Wrecktangle**—No reaction to lasers at all. It may be possible to blast through where another type of cell crosses these.

15. **Darkworm**—Although the wormcells themselves are inactive, the workers dropping them will launch spores. Darkworm workers are able to aim accurately, as beware!

16. **Spotsworm**—The final variety, and particularly vicious too. Spotsworm workers will hurt everything they can in all directions.

SPECIAL FEATURES

PUZZLES

Level 8 is a puzzle. There are 16 icons, each a special type of creature, in the top of most screens, which, if they are destroyed, will set you to that level in the next.

WORMCELLS

There are 2 types of worms, Darkworms and Spotsworms. Darkworms are active and will launch spores, Spotsworms are inactive and will not launch spores. Both are very dangerous and can be very hard to kill. They are very fast and can move through walls. They are also very hard to see, especially in the dark.

DARKWORMS

Darkworms are active and will launch spores. They are very fast and can move through walls. They are also very hard to see, especially in the dark. They are also very hard to kill, especially in the dark.

STARGATES

Stargates are a special feature of the game. They are used to travel between levels. They are very hard to see, especially in the dark. They are also very hard to kill, especially in the dark.

SWITCHERS

Switchers are a special feature of the game. They are used to change the level of the game. They are very hard to see, especially in the dark. They are also very hard to kill, especially in the dark.



R TAKES A QUANTUM LEAP Y MK IV HAS ARRIVED!

FOR
CBM64/128

ALL BACKUP MORE PROGRAMS THAN ANY RIVAL UTILITY.

GET THEM NOT ALL... NOW AVAILABLE FOR THE SERIES PROGRAM HACKER
ACTION REPLAY IV "PROFESSIONAL"

◆ All the Features of the original Action Replay IV but with an amazing 100000 LOGIC PROCESSING CAPABILITY. Plus 32K of extra space for RAM and 256000 BEEP. The first 32M/32M based cartridge of its type!

ALL THE MK IV FEATURES PLUS...

◆ FULLY INTEGRATED OPERATION.

The MK IV Professional does all the backup of the MK IV plus an anti-virus scan on ALL LOGIC. With 32000 CIPs that recognise the whole range of viruses and more to come. Available at the press of a button at any time.

◆ EXTENDED MONITOR. The

Professional has a powerful machine to monitor because it has 1024 B, 3M and RAM at its disposal. The Professional can freeze any program and then watch the WATCH UP GUESTS MEMO BY to its frozen state to add a memory BANK, CODE, PAGE and STATE.

◆ Full feature accessibility. Access

the game on, bank, records, freeze, monitor. In fact all the features of the original MK IV. More and more available. Better. At the time you get it, the standard is what is the program hacker - to give the programmer who needs to do his program.

◆ INTELLIGENT HARDWARE.

The Professional hardware is a realised masterpiece in the world of today. The original program hacker, and now with intelligent methods as they appear for you to be the best.

MK IV
PROFESSIONAL
ONLY **£34.99**
POST FREE

WARP 25

Reloads as
average BACK-UP
in 6 Seconds!!

UPGRADE INFORMATION

MK III TO MK IV. Just send £5.95 and we will send you the new MK IV Chip to plug into your cartridge. Fitting is very easy.
MK III TO MK IV "PROFESSIONAL". Send your old cartridge plus £15.95 and we will send you a new Professional MK IV.
MK 2 Action Replay owners can get £10 as part exchange against either the MK IV or Professional. Send old cartridge plus balance.

PERFORMANCE PROMISE

Action Replay will backup any program that any other cartridge can backup and more. It also has an unmatched range of onboard features. Before you buy check our computers ads to see what they offer and see how many of the Action Replay MK IV features are either not there or have to be loaded from SupraDisk disks etc. When you buy Action Replay if you don't find our name to be on their return within 14 days for a full refund.

ALL ORDERS NORMALLY DESPATCHED WITHIN 48 HRS
HOW TO ORDER ...

BY PHONE

0782 273815
or by Credit Card Line

BY POST

Send cheque, PO's made
personal/Postal Electronic

EUROPEAN ORDERS

ADD £11 P+P
OTHER COUNTRIES
ADD £16 P+P
Pan Orders 0362 854510

DATTEL ELECTRONICS

UNITS 89, DEWSBURY ROAD, FENTON INDUSTRIAL ESTATE,
FENTON, STOKE-ON-TRENT.

SALES ONLY
0782 273815

TECHNICAL ONLY
0782 202258

DATEL ELECTRONICS

256K SUPEROM EXPANDER

- Now you can select this size of 8-Bit EPROMs instantly.
- A feature in many up to 8-Bit EPROMs is built.
- On board operating system - so program is fast.
- Program your own EPROMs using our EPROM programmer.
- No need to have loads of overdrives - just make a selection from the frequency table.
- Checkpoint of address on power up.
- Fully servo driven as power up.
- Select any size under software control.
- Unique EPROM generator feature will take your own programs - built in an 8-Bit EPROM into automatic EPROMs (EPROM transfer required).
- Accepts 2764 27128 27256 EPROMs
- On board watchdog to reset.

ONLY £29.99



4 WAY KERNEL BOARD

- This board fits in place of the kernel in your 84 and accepts a 16K or 32K replacement kernel program 2 or 4 different operating systems.
- Just tick the switch supplied to select between systems.
- This is a courier only - ready to accept your own chip.
- Now you can have all your different systems available at one time.

ONLY £8.99

8 WAY BOARD **ONLY £12.99**



CLONEMASTER..

- Makes tape to tape backups.
- Works with even Turbo loaders etc.
- Requires access to two IBM type data recorders.
- Makes perfect copies.
- Very simple to use.
- LFD level indicator.

ONLY £9.99 POST FREE



RESET CARTRIDGE

- Unstoppable reset button.
- Beeps even on called "unstoppable" programs.
- Add pulse from magnetron etc.
- Fits in cartridge port.
- Simply plug in.

ONLY £5.99



DUPLIKATOR..

- Copies whole disk in one pass - only one drive required.
- Makes backup copies in eight seconds.
- Duplikator is the fastest, most efficient and easiest to use disk copying system ever conceived.
- Comes complete with 256K on-board RAM and it's own operating system - no software to load.
- Makes multiple copies from one original.
- Full disk verification during backup process.
- Copies standard software as well as error 41 40 and up to 40 tracks.
- Full disk error check in eight seconds.
- Full disk verify against ram in fifteen seconds.
- A must for clubs, user groups etc. How slow can you copy over 250 disks and hour for less than \$100.
- Comes complete with on/off switch and reset button.
- Fitted in a cartridge - no soldering usually required.

ONLY £89.99



16K EPROM BOARD

- Accepts 8-Bit EPROMs
- Detachable to configure as 8-Bit or 16K or 64
- On board watchdog to reset.
- Full instructions.

ONLY £8.99

DISK NOTCHER

- Quickly and easily double your disk capacity.
- Use both sides of your disks.
- Simple to use.
- Three seconds.

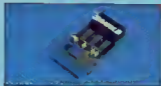
ONLY £4.99



DEEP SCAN BURST NIBBLER™

- The most powerful disk nibbler available anywhere at any price!
- Burst Nibbler is actually a two part system - a software package best a parallel cable in excess of the 1041, 1070, 1071 to 04-128 (same type).
- What gives Burst Nibbler its power? Conventional nibblers have to decode the data from the disk before it can transfer it using the serial bus - when non standard data is encountered they are slow. Burst Nibbler translates data as per OCH code via the parallel cable without the need to decode it so you get a perfect copy of the original.
- Will address up to 41 tracks ● Copy a whole tape to under 10 minutes ● Full instructions
- Regular updates - we always ship the latest. ● Fitted in a cartridge - no soldering usually required.
- Full on 1/4 inch. ● No need to buy parallel cable if you have Disk Device, Duplomat etc
- Cable has thorough instructions for other disk units.
- What else is chosen that's fast or slow? Burst Nibbler's full disk file is unobtainable value as no all encoder - with address 1 or 2 drive copy direct, the copy 1071 copy the rest. So if you have a more general requirement perhaps that's fast is for you. Burst Nibbler is a pure nibbler second to none for the reasons stated. So if it's just making backups you are interested in, there is no other product to beat it.

ONLY £24.99 COMPLETE
SOFTWARE ONLY **£12.99** CABLE ONLY **£14.99**



EPROMMER 64™

- A top quality, easy-to-use EPROM programmer for the 04/128
- Fully servo driven software/hardware package makes programming, reading, verifying copying EPROMs completely fast.
- 260 programs 2716 2724 2764, 28 128 and 27256 chips 128 B, 21 or 21 byte
- Fits into one port for maximum compatibility with cartridge/EPROM board etc.
- Full battery system - all functions covered including device check verify
- We believe Systems 64 is the most sophisticated, most friendly and best value for money programmer available for the 04/128
- Ideal companion for Spectrum Board, Cartridge Development System, our serial copiers or indeed any EPROM based project.
- Comes complete with instructions - plus the cartridge handbook.

ONLY £39.99 COMPLETE

DATTEL ELECTRONICS



3 SLOT MOTHERBOARD

Save wear and tear on your Expansion Port

- Accepts 8 cartridges
- Coloured safety flaps
- Switch to on any slot
- High grade PCB
- Fully buffered
- Reset button

ONLY £16.99

DATA RECORDER

- Quality Commodore compatible data recorder
- Phrase search
- Portable for 64-128
- Dishes
- Speed over for quick delivery

ONLY £24.99



SMART CART

Now you can have an 8K or 32K cartridge that you program like RAM then acts like ROM!

- 8K or 32K pseudo ROM
- Battery backed in use up to 5 years (Lithium Battery)
- Simply load the program you require - that's that simple. The cartridge then has to be removed just like a ROM cartridge
- Make your own cartridges including automatic type - without an EPROM burner
- Can be attached on or off board via software
- I/O to be used for special programming techniques
- 8KK version has 8 x 8K pages
- Basic knowledge of the 'C' is helpful - but full instructions are provided

8K VERSION £14.99
32K VERSION £22.99

SMARTCART UTILITIES

A series of utility programs for use with Smartcart. Simply load in the program and you have a superb cartridge. When you have a 128K or more - load in another program and you have a new cartridge. This program saves records and can be regarded as a number of discs.

We intend to release a range of programs. The first available are:

DISKMATE II

All the features of Diskmate 2 (see ad) loaded in seconds - with full instructions ONLY £9.99



PRINTER IV

Now you can turn your MPS 801 into 4 printers in one!

- Alternative character set ROM - fitted in seconds
- All low rate laser laser desiccators
- 100% compatible with all software
- Descender Boldface
- Boldface Pitch
- Choose any set at the flick of a switch.

"For anyone who uses their printer often this chip is a must. It's quick and easy to use and the end results are impressive" - Your Commodore, Jan 87.

ONLY £19.99



TURBO ROM II

Turbo Rom II is a replacement for the actual ROM inside your 64. It provides superfast load/save routines.

- Loads entire programs at 5-6 times normal speed
- Loads at 5-6 times normal
- Improved DOS speed including 10 sec. format
- Programmed function keys: load, directory, del, etc.
- Returns to normal speed at flick of a switch.
- PUFFY - 800 lines the register
- PLOAD - special I/O loader
- Plus lots more
- Paced to maintain - no softening usually required. (On some 64s the ROM may have to be desoldered)

ONLY £14.99



BLAZING PADDLES

A complete lightpen/graphics illustrator package.

- A fully menu driven graphics package of a nature which should suit most users
- Complete with a fine optical lightpen system for pin point accuracy
- Rich feature software including:
 - Range of brushes
 - Airbrush
 - Rectangle
 - Circle
 - Rubber/eraser
 - Lines
 - Freehand
 - Zoom scroll
 - Printer daisy
 - Load save
 - Advanced colour mixing - over 800 hues!
 - On and paste allows shapes/windows pictures to be saved to disk tape disk.
- Blazing Paddles will also work with many other input devices including: AppleLink Mouse Graphics Tablet Trackball etc.
- Functions can be saved from Action Display and edited with Blazing Paddles

Complete Blazing Paddles & Lightpen ONLY £24.99

Blazing Paddles available separately for £12.99



TOOLKIT IV

The ultimate disk toolkit for the 1840/1841



- A disk toolkit is an absolute must for the serious disk hacker. Toolkit IV has more features than you need for:
 - DATA DOCTOR V2 - Read and write any track and sector including extra and non-removable disks. Repair damaged sectors. Lock/unlock disks from errors.
 - RECOVER/SAVE/DELETE - Delete and Copy/Drop. All loader table-walkers including old tapes and header gap. Rewrite the entire header and header gap. Recover sectors. Also edit any sector out gap.
 - DARK LOOK - Best directory viewer. Just disk. Display the hex/oct addresses. Indispensable any the program directly from the disk to SCRIBER or PRINTER including unformatted spaces. Use them. Much much more.
 - FILE CONTRACTOR - Disk space managing program by up to 80K. Save disk space. Overloaded programs can be normal.
 - BURN DISK COPY - Copy an entire disk in 2 seconds or less using single 2541.
 - BURN FILE COPY - Restore the way. Write at up to 8 times normal speed.
 - FORMATTER - 10 second format an entire disk or format any individual track or half track 0 to 41. Re-write any of 20 parameters to create or restore arbitrary disk formats.
 - ENHANC COPY - Quickly find and replace all then errors including extra and non-removable tracks or sectors and bad tracks from 0 to 41. Also, rewrites data and/or errors and allows you to recheck any necessary parameters.

ONLY £9.99

RAM DISK

- Turn your Smart Cart into a 32K RAM disk
- 32K of instant storage area for disk programs
- Load/save instantly
- One tap erases/delete load, save directory access.
- Program data retained when computer is switched off.
- Full manual

ONLY £9.99

ROBOTEK 64

- Achieves 64 in a comprehensive hardware/software package which enables you to convert your 64/128 to the robotek world
- 4 input channels - each fully buffered TTL level sensitive
- Analogic input with 10 bit conversion.



DIGITAL SOUND SAMPLER

- The new sampler allows you to record any sound digitally into memory and then replay it with astounding effects
- Playback forwards/backwards with echo/reverb/ring modulation etc.
- Now with full auto setting module to produce outstanding effects
- Full 8 bit D to A and A/D converters
- MIDI compatible with suitable interface (1 x Data bus for 549.00 see ad)
- Live effects means includes full time display of waveforms
- Line in /out to /line out, feedback controls.
- Powerful sequencer with editing facilities
- Load/save sample
- Up to 8 samples in memory at one time
- Tape or disk (please state)
- Complete software package package 644.99
- One Disk software is available separately at £9.99 to turn your sampler into a Com Drum system as well as a sampling system.



COM-DRUM

Digital Drum System

- Now you can turn your computer into a digital drum system.
- Hardware software package
- 8 digital drum sounds in memory at one time
- Complete with 3 drum line
- Real time sounds - not synthesized.
- Create a superb drum rhythm with real and stop time
- Full editing
- Micro drums
- Output to fit in or through to speaker
- Load, save facilities

ONLY £29.99 (state tape or disk)

COM-DRUM EDITOR

- 24 drum sounds supplied on disk to enable you to construct your own drum kit.
- Re-arrange sounds supplied with the Com Drum to make new kits
- With word accurate hardware you can record your own kit.
- Load/save facilities

ONLY £4.99 disk only

Model & Meter Control made easy

- Show input for voice control.
- Software features some made analogue measurement, voice activate digital readout, etc.
- Readable value

ONLY £39.99

including hardware/software/micro etc. (State tape or disk)

DATTEL ELECTRONICS



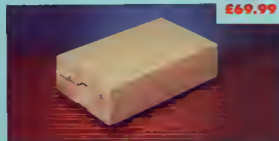
PROFESSIONAL DOS MIKROTRONIC £64.99 POST FREE with Disc Demon operating system "The world's fastest parallel operating system"

- Loads a typical DOS block program file in under 5 seconds!
- 80K buffer load (PVG files).
- 80K buffer load (BRQ files)
- 80K buffer load (BRQ files)
- 80K buffer load (PVG files)
- 80K buffer load (BRQ files)

PLUS AN ADVANCED COMMAND PROCEDURE INCLUDING

- Fast format - up to 40 tracks (740 tracks)
- 18 function keys for, run, load, directory, format, save, edit, verify etc.
- Fixed-width formatted files up to 800 blocks (other standard systems will only copy main 800 blocks)
- Random access/insert. Insert.
- Change back to the original will copy files up to 800 tracks (no lightning - multiple copy option - perfect for copying Action Replay files).
- Highly compatible with commercial software - can be installed out for use compatible programs.
- Perfect for use with Action Replay 3 - a typical ASB backup will reload in about 5 seconds - just 5 minutes!
- Operates via other DOS functions including verify, verify etc.
- Comes complete with superior file and whole disk sector find.
- Screen on or off during loading.
- Enhanced command set - over 30 new commands
- Binary filter - Disk Demon plugs inside the ISA and the new operating system chip plugs inside the DMA/ISA. Formatting takes only minutes and usually requires no reformatting.
- Over port through supplied free - you believe pay \$15.00 for that alone
- Supplied complete - no more to buy
- Works on CIBS/ISA1, 16, 64 or 186 mode

£69.99



BLUE CHIP DRIVE Pony 066/186 compatible

- At least a 500k buffer drive at a suitable price.
- Super address scan
- Unlimited access supply for read operations
- Direct ATN queue
- Supplied complete with all cables - no more to buy

ONLY £139.99 POST FREE

- This drive is new or nearly the best compatible drive available for the Commodore More as like your Commodore 1600 (MSX) Main note is that other in what comparison is that we have never made in God's program involving the whole disk read too slow. (At least of now.)
- We work in that elsewhere - this is the way.

ONLY £139.99 POST FREE
(If you require further delivery see £8.00).

ULTRA CRUNCHER

The ultimate cartridge based program assembler

- Designed by Gary 20M
- Access programs for disk
- Full interrupting programs on one cartridge
- Full reading, writing, editing, inserts with 256 bytes.
- Can print linker assigned ARII file
- 800 lines file copy format
- Full DOS support including full format.

ONLY £12.99 on cartridge.
Available to slide only for £22.
Regular board for only **£7.99**

FAST HACKEM™

Multi Media Disk Writer - All on one disk.

- Single Disk Writer - Copy a disk to 6 seconds
- Auto Writer - Copy an entire formatted disk to 6 minutes.
- Based on P10 Copy - Under 6 seconds typically
- Copies V20, P10, Thales
- Repurposes Copy - Will read to 80 seconds IBM V20
- Three Drive Output - Drive format
- Plus unique "Parasites" device "One file "Thales" file more heavily protected programs with a parasite for a particular brand or even code program.

£8 other product is a pure good "3D Reader" at this price for substantial.

ONLY £9.99 POST FREE



DISK MATE II

The Disk Utility Cartridge

- Disk address cartridge
- Up to 8 times faster
- Fast save Fast format (10 mins)
- Improved DOS - made extra commands - load/save, dir/rd etc.
- Redefined function keys for fast operation of common commands.
- Powerful function keys including: HD, status, verify, copy, append, rename, backup etc.
- Five a full machine type monitor - see many features to list but it has 500 in all!
- Special archiving techniques times Diskmate writes to the system. Therefore it is a more compatible formatter than other types.
- Diskmate II is

ONLY £14.99



MIDI 64

A Full MIDI Interface for the 64/128 at a realistic price

- MIDI in MIDI thru 8 x MIDI out.
- Compatible with most leading software packages including: Real PMS, Advanced Music System, Jazzy, Beethoven etc.

ONLY £29.99



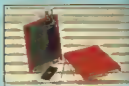
MOUSE

- IBM 06/186 action
- Wide compatibility with software including: Reading Paddles
- Write by extending joystick so will work in any joystick application including graphics packages only designed for joystick.
- Functions on other joystick port.
- Optional system operation.

ONLY £24.99

CHIPS

- 87168 **£3.00 EACH**
- 87266 **£4.50 EACH**



CARTRIDGE DEVELOPMENT SYSTEM

- All the necessary parts to produce an EE/EE sub-ether cartridge
- Top quality PCB Injection moulded case
- Water printed. 15K 180CM
- Cartridge hardware gives full levels and tips on building and manufacturing the cartridge for many uses.

ONLY £12.99
complete with handbook

ALL ORDERS NORMALLY DESPATCHED WITHIN 48 HRS

HOW TO ORDER

BY PHONE	BY POST	BY FREESTEL/EX
		
0782 270615 24 for Credit Card Line	Send cheque/PO made payable to: Datel Electronics	Fac Orders 0782 204210

DATTEL ELECTRONICS

UNITS 8/9, DEWSBUCKY ROAD, FENTON INDUSTRIAL ESTATE, FENTON, STOKE-ON-TRENT, CHESH.

SALES ONLY 0782 275915	TECHNICAL ONLY 0782 202255
---------------------------	-------------------------------



Cool Spool

Cast your minds back to when Christmas came early. We're talking about the CU Spool enjoyed by thousands of you, and without doubt the best demo tape ever produced for a magazine.

We offered you a competition with the tape and it carried a prize worth more than mere money. We gave you the chance to be a CU writer. Review the Cool Spool we said. And hundreds of you did despite facing the wrath of the Ed's red pen. We were looking for good grammar and spelling obviously, but more important we were looking for wit and inventiveness. Many of the entries were of a high standard, but eventually we boiled it down to two pieces, neither of which strictly conform to the brief, but nevertheless show promise. Congrats to Garry Smith of Milton Keynes who suffered the misfortune of a duff cassette and Michael Mars of Ealing who wrote a dialectically materialist piece on the nature of demo tapes. Extracts from their reviews appear below. Well done lads, you can expect something for review in March!

Cool Spool, the concept, is a good one. "Cool Spool", the name, is decidedly dodgy. Whoever dreamt up that little chestnut will be onto *Sun* headlines before you know it. . . Still, once you've come to terms with the title, you can appreciate the tape for what it is — Free! — which can't be bad. And as far as game demos go, I'd venture that this is the best I've seen so far.

Personal Computer Games pioneered the idea of compiling demonstrations of games imminent for release when they put out their own natty little tape about three years ago. (Just before the magazine went out of business!) Though the demos on that tape were nearer static screenshots than the all-singing, all-dancing extravaganzas presented to us Cool Spool. Which brings about a question: When does a demo transcend the realms of mere demodot and become a feasible game?

Certainly, those contained on the Cool Spool would give your standard budget effort a run for its money. The bounciness of the buggy in *Buggy Boy* and the smoothness of the skateboard in *720°* would support that claim. This poses the problem of the games buyer perhaps thinking twice about parting with his hard-scrunged pocket-money when the finished product becomes available. His line of thinking might be, "Why pay for a game that I've readily got (sort of) when there are loads of other I've dying to have a go at?" Somehow I don't think this is quite what the software companies have in mind!

When's all's said and done, I believe that demos of this kind considerably enhance a magazine's appeal. And there is no reason why it shouldn't be of benefit to all parties involved. I suggest, however, that the software companies err on the side of caution when it comes to giving their secrets away. In this case it would seem that there's a fine line between lucrative promotion and a wholesale Santa Claus hand-out!

MICHAEL MARX

Well, where shall I start, three decent arcade games for a quid, check this out. I'll start on the packaging. It comes wrapped in a free rag (sorry mag), a nice change from translucent plastic, also a free length of sellotape for your little sister's mouth when she sees the free offering.

Inside the lining of the mag you find a cassette inlay. Ah, good, instructions I hear everyone ask. Nope, just 'Master-tronic blurb'. Then you realise the inlay doesn't wrap around anything cause there isn't a cassette box. Out come the scissors and into the bin goes the Ninja Master tape that your nan bought you last Christmas. Now you are ready for action.

Under six feet of christmas wrapping paper you discover your fireworks and sparklers that went missing and under them lies your willing 'unused since last Christmas' 64/128. Yes it still works. In goes the black plastic and off whirrs the old cassette player.

The sequence begins: "Found Buggy Boy, Novaload squeals, Lost Buggy Boy, male computer failure, FLYING." After two attempts the tape is switched. The Flying Shark does a tremendous flop and ends up marooned on a light blue screen in the outer regions of your TV set. 720° also lives up to it's name. It's not on my protractor as why should it be on a cassette?

GARRY SMITH

Red Arrows

H Clarke from Billericay in Essex is the lucky CU reader due to spend a whole day in Licaula with the Red Arrows, courtesy of Electronic Arts. He's also getting some nesh, some Electronic Arts' games, and a photograph or two to remind him of the occasion. Coo. The following ten runners up each get a copy of *Chuck Yeager's Advanced Flight Trainer*. . .

What's that? Oh yes, the winners. Right: Douglas Bader, True, and Concordski. Hon's that for efficiency.

A Smith, Lyneham, Wiltshire; P lauchlan, Yeovil, Somerset; Ross, Snettisham, Norfolk; Tony James, Woolwich, London; Daniel Phillips, Richmond, Surrey; J Devlin, Hunstanton, Norfolk; Daniel Phillips, Richmond, Surrey; Tony James, Woolwich, London; Richard Walker, Sedgely, Dudley; Chris Docherty, Sam Allen, Wroughton, Swindon; Andrea Proclar, Queensbury, Bradford.

ARCADE



Use the drum for protection

How the 'alternative view' approach works.

XYBOTS

ATARI
(3 × 10p)

XYBOTS

Whatever happened to Atari, I hear you ask? 1987 was not, it must be said, a great year for the US-based company, formerly the number one coin-op manufacturers in the world. *Roadblasters* and *APB* were both good games, but somehow when you put them up against the likes of Sega's *Out Run* and *Asterix* or Taito's *Operation Wolf* they just don't have the same appeal.

But, just when we thought we'd heard the last of the A-team, we spotted *Xybots*, a dedicated two-player newie due soon at an arcade near you.

Xybots shares at least one feature with Sega's recently released *Xenophobe*: the screen is split with one section being allotted to each player so that you each play independently — but as you're theoretically running about the same spaceship/underground alien headquarters when you and your mate arrive at the same spot the two screens become temporarily identical, with both characters shown.

However, where Bally Midway's three-player (and therefore three screen) space-age alien fight to the death was flat, two-dimensional and lacking in

playability, *Xybots* manages to be three-dimensional, fast, furious and fun.

The first sign that you're in for some serious thrills is the large speaker set just below the screen of the large dedicated console. Pop your coinage in and, as the first credit rings up, a massive digitised chord rings out. In 720° Atari demonstrated just what they can do with coin-op sounds when they're in the mood and *Xybots* groundshaking synth noises are undeniably in the same class as the lab skateboarding sim's thrash rock.

The title screen tells you all you need to know by way of plot: you — and your companion if you're playing in two-player mode — are charged with the task of entering the headquarters of the tyrannical Xybots who have taken control of your beloved planet and wiping them all out.

Their headquarters are entered at ground level and extend for many floors underground. Each floor is in fact a maze, patrolled by various species of robot. You control your soldier and guide him forwards through the 3-D maze using one of those slightly fiddly joysticks which guides both your movement

and — by twiddling the joystick head — the direction in which your character is facing (this means that if you just pull the joystick back your character shuffles backwards without turning). This movement mechanism is pretty confusing until you get the hang of it — as all the maze walls are of similar patterns and designs, when you're in a hurry, and in particular when you're under fire, you can find yourself spinning hopelessly around trying to escape or get the enemy on the business end of your lazer.

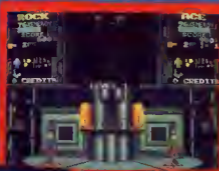
To help you work out which way you're heading, where you want to get to and most usefully, where the various enemy guards are, there's a small map display of the maze that you're currently negotiating in the top left hand corner of the screen which shows, by means of arrows and coloured dots, who's who and what's where.

This is an absolutely essential feature — in the heat of battle and the increasingly intricate arrays of interconnecting corridors you lose your sense of direction pretty quickly. A quick glance at the map will set you straight.

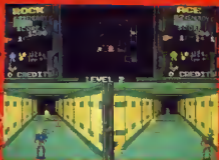
And who are the enemies?



MADES



Up the escape pods into the robo stores . . .



. . . And then onto another stage

BOTS



Well, there are a few bog ordinary robots who just hang about, shoot at you and obligingly die once you hit them. Then there are the tougher guardians of the Xybots complex who need to be hit several times before they go pop. There are tank robots who can only be destroyed when they've got their unprotected side turned towards you. There are suicidal carrier robots who'll kamikaze you if they're cornered. There are fly robots who hover above ground. And most annoyingly there are even some special guards who won't be detected on your map and may lurk around a corner to catch you unawares.

Each time you kill a robot you pick up a gold coin left behind by them. Weirdly enough, these coins can be used to purchase other features on the in-between level "quatermaster floors."

Among the features you can buy are extra energy and slow energy loss. You'll begin to appreciate how important energy levels are after you've gone through a couple of the tougher levels and have taken a few energy-sapping hits. You'll begin to hear the heart-beat tones which indicate that your time is running short and that you need to get to one of the exit pods on the level so as to get a chance to buy a bit more energy at the shop. Alternatively you can pick up energy pods dotted about the mazes. And, of course, there's increased firepower available

too — and with all those human-hungry robots, it's just as well! There are also some barriers to duck behind in order to avoid destruction at particularly robot-ridden points and transporter pads which you can use to move to other sections of the maze. Some sections of maze are only accessible by key.

Eventually, if you can keep your energy up, you'll make it through to a showdown with one of the ruling Master Xybots. This sequence plays rather like the vertical phase of Gyrzor. You have to shoot out live lights on the body of an enormous stationary Robot who blasts photon death down at you, punctuating his light torture with digitised Darth Vader-esque speech.

Xybots is a genuinely

exciting game to play even by yourself — once you've got the hang of the controls and your reactions sufficiently honed so that when you see the danger sign appear on the screen you know which direction to turn. But its real appeal is as a team game with you and your mate running about the place, covering each other, dividing up and destroying all the robots in the maze, and landing one another gold coins in the shop.

Whether Alan can hope to regain their pole position in the now ferriely competitive coin-op development market is uncertain. But twenty-odd plays later, it has to be said that Xybots bears all the hallmarks of a company that's back in business.

Nick Kelly



One player view

GRAPHICS:	8
SOUND:	8
TOUGHNESS:	7
ENDURANCE:	8
VALUE:	8
OVERALL:	8

NEXT

Right tissenup youse lot. What's the one thing CU has never had? That's right, a comic strip. Well not any longer because we got GAS, which is an acronym for Groovey Arcade Stories, and it's gonno be the best strip this side of Crygena 1 (that's somewhere in the Resus Solar System.)

You'll find it among the usual superior collection of news and reviews. We'll also have the results of the CU Crucial Poll plus a very special offer. Be outside your newsagent on the 26th or we may have to send for the arcade police.



MONTH



WORLDWIDE SOFTWARE



GAME TITLE	PRICE	OS	GAME TITLE	PRICE	OS	GAME TITLE	PRICE	OS	GAME TITLE	PRICE	OS
ACE	2.99	OS/2	Chameleon Chess	2.99	OS/2	Live Chess	2.99	OS/2	Phantom	2.99	OS/2
Ace As A Hero	9.99	OS/2	Chameleon Chess	2.99	OS/2	Live Chess	2.99	OS/2	Phantom	2.99	OS/2
Ace As A Hero	9.99	OS/2	Chameleon Chess	2.99	OS/2	Live Chess	2.99	OS/2	Phantom	2.99	OS/2
Ace As A Hero	9.99	OS/2	Chameleon Chess	2.99	OS/2	Live Chess	2.99	OS/2	Phantom	2.99	OS/2

WORLDWIDE STAR BUY

PREDATOR

6.50 (cass) 10.25 (disk)

when purchased with any other item.

WORLDWIDE STAR BUY

AREA	OS/2 DISK	OS/2 CASSETTE	OS/2 DISK	OS/2 CASSETTE	OS/2 DISK	OS/2 CASSETTE	AREA	OS/2 DISK	OS/2 CASSETTE
Aerial Assault	29.99	19.99	Chameleon Chess	2.99	Live Chess	2.99	Archery	11.99	19.99
Archie's Revenge	9.99	9.99	Chameleon Chess	2.99	Live Chess	2.99	Archery	11.99	19.99
Archie's Revenge	9.99	9.99	Chameleon Chess	2.99	Live Chess	2.99	Archery	11.99	19.99

Please make cheques and postal orders payable to **WORLDWIDE SOFTWARE**. Postage and packing is **FREE** in U.K. Overseas orders please add £1.00 per case/disk for **AIR MAIL** delivery.

WORLDWIDE SOFTWARE

1 Bridge Street, Galashiels TD1 1SW, Tel: 0896 57004 — Credit Card Orders accepted by phone or by mail. All items subject to availability E & OE

PROGRAMMERS

Over the last year the ZEN ROOM has produced some of Europe's best games. We're CRL! DRAGONIA, CYBERIC, ACADEMY OF GEMS, BALLBLAZE 2 and THE ROCKY HORIZON. Show how Britain's most innovative software development team is backing its experienced freelance programmers to give you the best you've ever seen or are about to see around the world.

For the latest and programming data visit the ZEN ROOM (an online contact) Michael Higgins on 01 896 57004 or write to the ZEN ROOM, Lane 10, Kings Hill, Capenhurst, Leamington CV19 9JF.

THE ZEN ROOM

A DIVISION OF CRL GROUP PLC

BRITAIN'S 1st INDEPENDENT TELEPHONE COMPUTER SOFTWARE REVIEW SERVICE

NEW GAME 1 0898 700 140 ★
Firebird's 'BMX KIDZ'

NEW GAME 2 0898 700 101 ★
Cascade Game's 'TRAZ'

NEW GAME 3 0898 700 141 ★
CRL's 'JACK THE RIPPER'

NEW GAME 4 0898 700 142 ★
GAME'S 'BRAVE STAR'

NEW GAME 5 0898 700 102 ★
Rack-it's 'BATTLE VALLEY'

★PHONE THESE NUMBERS WIN THESE GAMES!★

LAST MONTH'S WINNERS 0898 700 144

'Including Nicholas Tucker's Top Ten'

GET THIS

Superb graphics software plus a quality pen to give you enormous scope for fun and creativity. Full colour pictures or simple line drawing — the choice is yours. * Freehand draw * Pixel accuracy * Box, circle, triangle * Copy * Paintbrush and much much more. Unequaled reliability.

- TRQJAN light pen C64/C128 £19 95
- TRQJAN light pen Plus 4/C16 £19 95
- Turbo GEOS — quality 2 button mouse for any joystick or keyboard operated graphics program £34 95
- OCF ART STUDIO (ideal for Geom mouse — C64/C128) disk £17 95 tape £14 95

Special Offer (save £5.00)

GEOS Mouse with OCF Art Studio disk £47 90 tape £44 90

ARTIST graphics program — very powerful mouse or joystick on C64/C128 disk £29 95

NEOS mouse & Cheese s/w £24 95

THE GREAT COVER UP top quality covers with 2 year guarantee

C64/64C/128/Plus 4/C16 £4 95

Amiga 500 £8 50

Amiga 1000 £16 95

Overseas orders add £2 00

Get it from

COMPUTER CUPOARD
Freeport, LONDON, W5 1BR

Please supply.....@ £

Name

Address

Postcode

CU268



YORKSHIRE COMPUTER USERS' CLUB

The Computer Club for Commodore Computer Owners Only!!

Join now for all these benefits:

1. Quarterly magazine
2. One year's membership
3. Membership certificate and badge
4. Hints, pointers and tips
5. Free games
6. Up to 20% discount on Club software offers from top software houses
7. Up to 15% discount on hardware and peripherals
8. Discount insurance for your computer equipment
9. Discounts and special trips to seminars, shows etc.
10. Free advice/troubleshooting service — being messed about, not receiving something you've paid for? We'll fight for you, we usually win!

All these and many more benefits for members only. It costs £19.95 a year to join and, if you buy your hardware or software through us, it soon pays for itself! You don't have to be in Yorkshire to join. We exist for all Commodore Computer Owners

XMAS — ONE YEAR'S MEMBERSHIP WOULD MAKE A LOVELY XMAS PRESENT AND YOU KNOW IT'LL LAST!

XMAS OFFERS:

COMMODORE 64C £179.95 including year's membership
1541C DISC DRIVE: £179.95 including year's membership

Send cheque/po's payable to: Y.C.U.C for £19.95 to: YCUC, EAST ROYD, OFF STATION ROAD, OAKWORTH, YORKSHIRE BD 22 7JN

STRATEGIC PLUS SOFTWARE

**PO BOX 8
HAMPTON, MIDDLESEX TW12 3XA
DEPT. CU1**

NEW RELEASES

BATTLE IN BELMONT — June/July 1984 (Strategic Award) Omega Drive, June 1984. The largest empire ever built in the world has now been taken over by the cost of Belmont. This month of release and later fighting allow the Atlas almost to open an entrance to a kingdom for the time of the world. (Known as improved) Belmont's game system and offers with eight screens including 'Squad' 'Doubt' 'Clash' and 'Empire'. Features include different weapons and also your strategy. Some objects and action to enhance real experience. Also includes levels for users and support manuals and manuals. Games with the usual 500 sheets of the exciting strategy manuals to ensure your own. Online with 16-page manual and online copy of the whole of the Belmont's drive 1-4 players. Designed by Roger Lanning, Ian Stout, Malcolm Peter Andrew Tomlinson and George Wilby.

PRICE: £22.95

NEW RELEASES

BLANDFORD GUINIA (88) — Guinias has been developed by the same team as the world of Belmont. A group of nationalised resources have developed a 'New' Guinea's economy, the only city and built. Developments by introducing five cities, under the 128 groups in 100 screens. There is only one less expensive version of the materials — 1000 Thru the year cost from. Revenue 4000 or start from scratch and build what you require. New design allows users to create and modify their own industry and also from with new, emergency and supplies. Hence the tactical and other features in 'Guinias 88' are based upon a variety of operations. 1-4 players. Designed by John Jensen.

PRICE: £16.95

OTHER TITLES:

- REBUS CHAMBER AT CROCOKAUGA (88)
- REPUTATION (88) (Madagascar)
- LEGACY OF THE ANCESTORS (Madagascar)
- RUNDA (88)

INFOCOM

latest titles available

All programs are on disc only!



NEW RELEASES

THE STRATEGIC DUCCOR — a 'Warrior's Crown' (Admiral) After the recovery of the Emperor Crown to 'Warrior's Crown' Argus began to release. However, for beginning of peace and prosperity was started by sudden attack by group of enemies and directly approaching her northern world. A single gateway appeared to great a group of armies through to discover the source of the end and it destiny. 1. Take your forces from 'Warrior's Crown' through the gateway at dusk or dawn to see the battle. 2. The first battle includes the many historical based on 'Warrior's Crown' and an multiple character combat with characteristics, many different types of weapons, armor, spells and also new terrain with an improved tactical strategy, usage and designed adventure system. Comes with an extensive manual and a guide to strategy and tactics in Middle World. 1 player. Designed by Ted Murray and Victor Pearson.

PRICE: £16.95

AMIGA TITLES:

- FLIGHT SIMULATOR 1 (Club Level)
- FEEL SCENES 2 (Club Level)
- GLIDE SERVICE (Macintosh)
- ULTIMA II (Omega Systems Inc.)
- OGRE (Omega Systems Inc.)
- ALBAN (Omega Systems Inc.)
- THE TALENTEDE (Macintosh)
- PHANTASIE (88) (88)
- JARDIN AU ZOO
- BLANFORD GUINIA (88)
- READ CONCH

OTHER TITLES:

- ULTIMA 1 (Omega Systems Inc.)
- MORNING (Omega Systems Inc.)
- FRATRY (Macintosh)
- TUNDRY (Macintosh)

RING 01-979 2987

Send £1 00 for our NEW catalogue (redeemable with first order)

All prices are inclusive of VAT & P/P

Commodore 64/128

NEW RELEASES

BREATH OF GLORY — One of the first 700. Highly detailed simulation of the two day battle that commenced at Pinburg Landing on April 6, 1962 and ultimately saw the beginning of the end of General U.S. Grant, the son of the Civil War's commanding battle commander. (Known as improved version of the highly acclaimed Commodore game system with brigade level units. Includes the Disc graphics, 'Sunlight' and 'Types' 20 x 30 grid battlefield, with options for tactical or strategic display and three levels of play. Also includes victory criteria and unitary with full feature weapons including missiles, rifles, machine and cannons. High level tactical, logistic, engineering, inquiry and battlefield. Dependent control with joystick option in the introductory game. Comes with extensive manual and color card. 1-4 players. Designed by Dave Lanning and Clive Rowland.

PRICE: £24.95

NEW RELEASES

EARTH CONQUEST (Macintosh) — Revolution of making your own 2000 Space Program, based upon NASA's plan for the next 10 years of space exploration. From the real, simulated space missions, explore the surface and way of the Earth. Contains 10 different locations, 200+ robotic objects of entities including astronauts, life support systems, solar panels, 2000 chemical and construction plant. Explore for power, resources of space and an on-ground maintenance in addition your commercial interest. 1-4 players in new technology on go to the last base. The standard is more of space £24.95 to replace our space. Color graphic displays, joystick/mouse control. 1-4 players. Designed by Earl Bass.

PRICE: £16.95

JUST ARRIVED IN:

- 3-D (88)
- TRENCH WARRIOR (ACTION)
- WALKER OF MONTEZUMA (88)
- DISNEY (Macintosh)
- DISNEY (Macintosh)

- £17.95
- £28.95
- £22.95
- £22.95
- £24.95



AMIGA software also available



A) Wipe up now guys, they've just taken your chick. It would be tempting to go steaming into them, but you know the ol' saying: "Don't get mad, get even!"

B) Careful now, this schmuck is swinging a bat in front of your face — and it ain't no table tennis bat. One good right hand (or foot!) will bend any weapon the enemy is holding spinning to the ground.



C) Watch out! There's a hole here, you ain't a Portuguese flowerpot-saker. One fell down any hole, off any cliff, is lethal. Life goes. You only got two lives for your twenty yea.

D) Watch this conveyor belt. Try not to slip on it unless you must, as it will attempt to pull you into its machinery and kill you. However, that's but to say you can't try using this fun trick on the enemy.



E) It seems as if some mindless, violent yobbo has needlessly smashed a hole in the bridge. But that's but your concern. What is your concern is crossing it. Simply nerve as far as possible to

edge of their ju then just to that machine the fir right at the



F) You've made it this far so I don't want so screwing up now. You're in the base and just because the stones of this wall are about to pop out to attempt to smash you off your feet, that's

no excuse to give up. The simplest way to dodge these is to . . . well, there isn't one! But the next best way is to keep jumping past these and hopefully but that many will hit you.

G) These beautifully carved gothic gargoyles are not all they may first seem to be. They may look harmless enough, but watch out for these spurs which they will happily prod you in the face.

Double Dragon



We here at C.U. first got hooked on Teito's *Double Dragon* after we'd all managed to blitz the levels of its predecessor *Renegade*. A few hundred 10 pees later and we realized that this new beat 'em up was no pushover. So we sent in a bunch of steel-chewing, 'ard as nails Sicilian Gamescrackers to sort it out. After rubbing out the boss this is what they came up with . . .

The Elbow

This is the ultimate. The best. The only move which is safe to use on absolutely any kind of opponent. To pull it off simply press the jump and punch buttons at the same time, then pull the joystick in the opposite direction from which you wish to send the blow. When you are in trouble, or the enemy moves in to hound you in any of the other blows you are using, then use this — Although for variety's sake, don't use it throughout the whole game.

The Kick

Not an altogether effective move, but when executed correctly it's a very good one indeed.

The Knee

If you stand a couple of inches away from an opponent and press the kick button repeatedly, your player may pull his opponent down by his hair and repeatedly knee him in the face until he is no longer alive. Good, clean fun!

The Weapons

If you look closely at our beautifully drawn map you will see there are many weapons in the hands of the other gang members. No this isn't the result of our artist's over-vivid imagination — these weapons can actually be used and are all correctly placed on our map. Here is a run-down of what weapons you can use and when to use them . . .

Whip

This is usually found in the sweaty palms of the women (that's Leather Goddesses of Death as we at C.U. have chosen to call them). These are not really worth picking up, but if you feel like a cheap thrill you can effectively whip the women with these. Anyone else will probably laugh and get a bel across your face!

it
ite
|) my.

...without falling in, you push —
of the help button (or most
just stick to us in the middle) and push
hines this in.
at the su



Baseball Bat

As you can probably imagine, steel bats are quite a good thing to have whilst enjoying a jolly good game of rumble. They are extremely useful against anyone and very tall, but don't bother trying to use it against any of the big guys — especially THE BOSS.

Rocks Barrels & Boxes

These are found lying around along the way and are always worth using. Picking them up and throwing them at your opponents is quite effective.

Knives

You cannot use these until they are thrown at you or you punch a guy who happens to drop his. This is another type of weapon always worth using, but they are true and for between.

Dynamite

This is another weapon you won't know someone has until they decide to throw it at you. When they do, don't try to pick it up — move away from it, unless you want your fourth blow off. That is almost all the help you can get on *Double Dragon*. Now it's time for you to try out your skills on the real thing . . . Good luck, scumbags!



are
back
peers

Hi! The final stage! Can you stand up to the pressure of being attacked from every position by every conceivable type of enemy? The guys are all pretty easy to take care of, in the usual manner of swing your bones around, that is, all of

them except THE BOSS! This guy is L.A.S.G.H. — tough, he packs a shooter, no bats or whips for him. Give him too much time to aim and he'll blow you away. The trick is to stand on top of him and continually elbow him in the face.

SELL-OUT

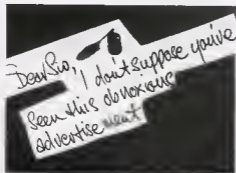
COMMODORE USER

SELL-OUT

TO ADVERTISE IN SELL-OUT CALL ANGIE SMART ON 01-251 6222

ADVERTISEMENT INDEX

ACTIVISION	20/21 34/35	JADE	05
AIRD	77	LOGIC SALES	85
ANCO	32	MEDASAVE	90
ARGUS	28	MEMORY STORE	58
BOXERS	48	MIRROSOFT	12/13
BROADSYSTEMS	112	NERULAE	90
BUBBETTSOFT	55	OCEAN	OBC,36 44 18C
C-VG	50	POSTRONIX	42/43
CPL	112	ROBTEK	35,87
CAPRI	80	SBC	85
CASTLE	77	SOFTLINK	95
CHANNEL	87	SOFTWARE SUPERSAVERS	90
CITIZEN	77	STORTSOFT	77
CLIK	59	STRATEGIC PLUS	113
COMPUTER CLUBBOARD	113	TOPSOFT	80
CROWN	90	TORNADO DEVELOPMENTS	81
D.C. ELECTRONICS	31	TRILOGIC	80
DATL	75,105,105,104,106,106	VIDEO VAULT	48
DIMENSION	18	WORLDWIDE	112
DOSOFT	48	YDRK	115
ELECTRONIC ARTS	8/9			
ENGLISH	4			
EVESHAM	41 60,86/87			
GLINTLAND	83			
GREMUN	25			
IMAGINE	2/3			



We welcome complaints from the public about advertisements in the press, on posters and in the cinema. It helps us keep advertising standards high. But we also monitor a considerable amount of advertising, and take the necessary action ourselves.

If you'd like to know more about our work, and receive a copy of the rules, please write.

The Advertising Standards Authority.

We're here to put it right.

ASA Ltd, Deek X, Brook House, Torrington Place, London WC1E 7TH

This space is donated in the interests of high standards of advertising

CLASSIFIED ORDER FORM

1	2	3
4	5	6
7	8	9
10	11	12
13	14	15
16	17	18
19	20	21
22	23	24
25	26	27
28	29	30
31	32	33
34	35	36
37	38	39
40		

Usage — 20p per word to private individuals — 30 words min.
40 words maximum, 30p per word to locate 20 words min — 40 words maximum.
Semi-copy — £10 for 3-5 C. Ring 01-251 6222.
All classified and semi-copy advertising is pre-payable.
When paying for advertisements please add an 15% for VAT.

Warning

This illegal to sell printed matter in computer games. The only software products that may be advertised through our classified section are genuine tape, disk or cartridge based products by mail order from publishers houses. Commodore UK will print for the maximum number of the illegal request online. Forwarding these rules to the legal department to ensure compliance of printed material to our 15 longer a low level of sales, still, in compliance to our standard of law.

All classified ads are subject to space availability

READ THIS CAREFULLY

Vehicle check-out P.O. for £... made payable to Commodore User

Name

Address

Total number of words

Post to: AD DEPT. COMMODORE USER, 30-32 FARRINGDON LANE, EC1A 3AG.

ROMAN'S LETTERS

Be a Pal

● **Would an American Amiga be able to operate with a British TV and software etc. providing that a suitable transformer is used. Also would a C64 disk drive (i.e. 1541) also operate (with transformer) on my British 64?**
*Ryan Datzell,
Co. Tyrone*

An American Amiga will definitely NOT work with a UK television set—the standards are totally different. The US version works on 50Hz and the NISAC TV standard, while the UK version works on 50Hz and the PAL TV system.

A monitor may work, but you will have the problem of possible screen judder due to the different mains frequencies, as well as the problem that the US picture is actually smaller (200 lines not 240) than the UK (which is why US software tends to leave the bottom part of the screen blank on UK systems).

As for an American disk drive for the 64, you may again get problems with the clock frequencies which might upset some of the protection methods currently in use on commercial software, although your own programs shouldn't be affected. As a general rule, try to avoid mixing US and UK hardware if you want guaranteed reliable operation.

Dip stick

● **Could you please answer these questions—:**

- 1) On a disc drive what is a 'DIP' switch and what is it for?
- 2) Are all commercial software disks for the C64 5¼ inch?
- 3) How do I save something to disk if there is already something on it which I wish to keep as there is no fast forward or, such like?

4) What are your views of the Excelsior Plus? Is it better than the 1541 or 1541C and does it take 5¼ inch (floppy) disks?

I would be much obliged if you could answer these questions as I hope to upgrade to disc in the near future.

*Michael Collins,
Crews*

A 'DIP' switch is a 'Dual In-Line' switch which just means that it looks like an integrated circuit chip and fits into similar sized holes on a PCB. It is not peculiar to disk drives (indeed the 1541 doesn't even have any as far as I know) and is much more likely to be found on printers and printer interfaces. All it does is select particular functions, such as device number, font type, LF after CR etc.

As for software, all commercial disk software for the C64 is on 5.25" single sided disks. Unlike a tape, a disk drive can access any part of the disk surface at any time. Each disk has an area called the directory, which tells the drive where to find a particular program. When you save something new to the disk, the drive looks for a free area, stores the program in it and then puts an entry in the directory so that it knows what programs are there, and also sets the Block Allocation Map (BAM) so that the area is reserved and not used next time. Provided there is free space left on the disk you can save several programs and the drive will do all the searching for you.

Finally, the Excelsior Plus is very good value for money. It is certainly better than the 1541, and cheaper than the 1541C. Since it is specifically designed to work with the C64, it uses exactly the same disks.

Collision

● **I have a Commodore 64 and have a big problem with sprite collision detection. OK so**



▲ **What do you mean they're not compatible . . . ?**

we all know how to use the collision detection register to find out what sprites are being hit (oh year, 'course we do—E!) but let's say 5 sprites are touching each other all at the same time, how can I tell if sprite 1 is touching sprite 2, 3, 4, or 5 because the collision detection register will only tell me which sprites are hit—not what sprite is hitting what sprite.

*Ansel Lawrence
Port Talbot*

Rather a tricky problem, this. Certainly if the sprites are completely overlapped then there is no way of telling, since if you think about it you have actually collided with all of them at once! However, that wasn't the answer you wanted I'm sure, but I can only offer a partial solution.

First, by checking the collision register (or servicing the interrupt) at the right point you know immediately a new collision has occurred and since you know which sprite was being moved at that instant you know at least one of the sprites involved. The way I get round the problem is if there are more than two collision indications then I jump to a routine which compares the relative locations of the sprites involved. Normally there will be one of the 'already touching' sprites closer to the new sprite than the others and I assume therefore that it is this one that has

triggered the collision. This is by no means fool-proof, since one sprite may occupy only a small part of its nominal area while another, slightly further away, may actually extend beyond the smaller one. In these cases you may use a 'percentage size' factor to try to compensate.

At the end of the day however, unless the sprites are moving very slowly, the player has great difficulty in distinguishing visually which sprites are actually touching when they are all overlapping that closely, so a slight error really doesn't matter. I'm afraid the answer is experiment, there's no simple method.

Connections

● **Could you please tell me how to connect my 64C to an Epson printer, and where do I get the equipment from as I have seen nothing in any adverts about it.**
*Andrew Hall,
Rochester, Kent*

There are a number of interfaces on the market for connecting a Centronics parallel printer to the C64 (or 64C). One of the neatest is the Comprint Interface, which actually fits inside an Epson printer and plugs directly into the



64 with a single cable, no power supply, no extra desk space needed. The good news is that a new version has just been announced, including an 8K buffer to speed up printing (or at least release the computer faster). The price is £34.99, although the 2K buffer version is now only £29.99.

Both versions allow the Epson to fully emulate a Commodore printer as well as allowing the features of the Epson to be accessed for word-processing etc. Competit is made by Micro Control Systems (MCS) who can be contacted on 0773 530777. Your local dealer should also be able to obtain one for you.

grateful if you could tell me what it is and what it is used for.

James Coates, Leeds

The extra wire coming out of the side of the data-recorder cable is an earthing strap and is purely there to conform with the Federal radio interference regulations in the USA. It serves no useful purpose on UK equipment as there is nothing to connect it to. Under no circumstances should you connect this wire to any pin on the User Port.

Reading list

● I wonder if you could list all the available machine code books for the Amiga. Could you print the names, publishers, ISBN numbers, and also their uses (ie. Beginners, Reference etc.) I would be eternally grateful if you could do this for me.
James Strange, Crewkerne, Somerset

When you say ALL the machine code books for the Amiga, it isn't quite as straightforward as you seem to imply.

The Amiga is quite a complex machine, quite unlike any of the Commodore machines that have gone before. Although it uses the 68000 chip, there are all the other processors which interact with it to take into account, in order to write correct machine code on the Amiga you have to understand a good deal about the design of the machine as well as just how the processor works and what the instruction set consists of. The following list is definitely not comprehensive, since there are many duplicates from different publishers, but it will give you some idea of what you will need.

1. Amiga Hardware Reference Manual (Pub. Addison-Wesley).
2. Amiga ROM Kernel Ref Manual: Exec (Pub. Addison-Wesley).
3. Amiga ROM Kernel ref Manual: Libraries (Pub. Addison-Wesley)
4. Programming the 68000 (Pub. Sybex).
5. The Kickstart Guide to the Amiga (Pub. Anandine Software Ltd).

You might get away with numbers 1, 4 and 5 as the absolute minimum, but I would recommend all 5 if you really want to get stuck into the writing of good machine code programs. The first 4 books can be obtained either from Silvio Shop or Computer Manuals Ltd, while the last one is from Anandine Software direct. The five books will set you back about £116, so hopefully you now have a better idea of the scale of the problem.

because I don't buy an Amiga if my printer don't work with it.
Bjorn Stensrud, Fagernes, Norway.

There is a way of connecting your existing Commodore printer, although it requires the use of the 64 as well. Inlogic have produced a printer cable called 'Amiga Print Link', which consists of a cable to link the Amiga and the 64, plus a software cartridge which does all the hard work. It only costs £29.95, but it does mean that you can't offset the cost of the Amiga by part-exchanging or selling your 64.

Cartridges

● I own a C64 and have a small query that I hope you can help me with. I noticed an advert in your magazine for a 'cartridge development system' by Datal electronics. I was wondering if it's possible to load software, such as Commodore's Music Expansion System, into it and use it as a normal cartridge? Your help would be gratefully appreciated.
Graham Butler, Fort William

Print poser

● I'm writing this letter because I'm wondering about buying an Amiga A500. Now I have a Commodore 64 with a Commodore MPS 1200 printer. My question is: can I get my printer to run with an Amiga A500? If I can, what will I have to change? In my printer I have a "Commodore Serial Interface", and the cable uses the "serial" port. Please answer this letter quickly,

In theory, the answer to your question is 'Yes', but it very much depends on how the software is written. Unless the commercial program is re-locatable you could find problems with the program not running in its new address.

There are ways round this, by moving the code back into memory as part of the start-up routine of the cartridge, but this supposes that you have enough room for the code to do this. Certainly the cartridge development system is designed to allow you to put your own programs into a cartridge form, but I honestly cannot say which commercial programs are amenable to this sort of storage method.

Don't!

● I have had my 64 for about one year now. The thing that puzzles me is, what is the silver thing (wire) that is coming out of the side of the datassette connector on the datassette cable.

I think it is for connecting line 1 to line 3 on the user port to reset the 64 (my 64 hasn't got a reset switch), but I don't want to try anything until I know what it is for sure. I would be

TOMMY'S TIPS

SILVER SCREEN SCENE

Here's the first in an irregular series of film reviews brought to you by the Barry Normans of CU. And why not? The first batch consists of two recent releases in the cinema and a newly launched video, all are licensed conversions to home computer too.

MASTERS OF THE UNIVERSE (18)

Directed by Gary Goddard. Perhaps it's not fair of me to describe "Masters Of The Universe" as the worst film that has ever been made, but I must say that "Masters Of The Universe" is certainly far and away the worst film I've ever seen. It manages to combine totally useless acting, cruddy script-writing, miserable directing, dismal music and v. unstate-of-the-art special effects.

This particular mixture can sometimes be quite entertaining — the ability to make a really spectacularly bad film is a talent granted to but a few. Sadly, however, "Masters" isn't even terrible in an interesting enough way to qualify as a camp classic.

The story? Well, it seems that the evil Skeletor and his forces of darkness, in the fierce struggle for the planet Eternia, have succeeded in imprisoning the gentle Sorceress in a tubular energy field which is slowly draining mystical power from her and transferring same to Skeletor. Within 24 hours she will be completely helpless, and Skeletor will be all-powerful.

The good guys consist of the sword-wielding He-Man (played by the huge blond and virtually talentless Dolph Lundgren, previously best known as Sly Stallone's evil Commie opponent Ivan Drago in "Rocky IV"), the pretty but vacant Teela and

her grizzly warrior dad Man-At-Arms.

After a failed rescue attempt the heroes retire to the house of the sickeningly twee dwarf Guilder.

This half-pint is possessed of a device called the cosmic key, which although it looks

like the mid-section of a saxophone, has the power to transport those in its immediate vicinity to any part of the universe. The hapless soldiers of good decide to use it to beam somewhere more peaceful to regroup. Things go a bit wonky though, and our heroes find themselves roaming around the town of Colby in deepest California. The cosmic key lands in a nearby cemetery, only to be picked up by local lass Julie Winston and her appalling synthesizer-playing boyfriend Kevin.

The rest of the movie is basically a dreary Keystone Kops chase, as Skeletor his hideous henchmen and He-Man's mob (aided by Julie and Kevin) scabble about town in search of the key.

There's a fair amount of laser-shooting and sword-clanging along the way, but even these "action" scenes



are unbelievably dull and run-of-the-mill. You just know there's absolutely no chance that any of the goodies are going to get zapped — which is a great shame.

Nope, I'm afraid if "Masters Of The Universe" were reincarnated as computer, it'd be an Oric. Nick Kelly

PLATOON (PG)

Dir. Oliver Stone
Soul-searching over Vietnam reached new depths last year as US





directors poured their hearts out in 'wer is heil' movies. Oliver Stone's effort has now had its run round the cinemas and made it into your local video shop.

Actor Charlie Sheen drops out of college and joins the fight for his country 'just like my dad and my grandfather.' The other guys in his platoon can't understand why he volunteered. Instead of waiting for the draft, 'I didn't see why the poor kids should do all the dirty work', he says, to which one of the black guys says, amazed, 'Man you gotta be rich to think like that!' It's the only moment of political insight in the film. After that it degenerates into a quagmire of liberalism over terrorising villagers. Never mind the reason they were there in the first place.

This is all illustrated by the struggle between the 'good and evil' characters, the two sergeants, Barnes, a mean son-of-a-

slaughterhouse, and Elias a laid-back guy who prefers blown'n dope. That kind of thing, the violence and the language (the 'F' words gets used more often than the word) makes this all pretty unattractive for kiddies.

The storyline traces Charlie Sheen's metamorphosis from greenhorn to battle-hardened vet. The action sequences, particularly the night fight are frenetic and generate a fair deal of adrenalin just watching them. And it's at this level that Platoon works best, as a

However, things are not what they seem — as Arnie and friends realise when they find the skinned corpses of another reconnaissance team.

Undaunted, they arrive at the guerilla camp in time to witness the execution of a prisoner. So they proceed to wipe out the entire guerillas force in a particularly explosive scene, and Arnie demonstrates his talent as an actor by throwing around a few laughably bad one-liners as he runs amok. When the dust settles, the team finds out that they've

been double crossed, and so, with a female guerilla in tow, they make tracks. Only to run in to real danger.

The real action starts, when the predator picks off the team, one by one. Despite several attempts to trap it and kill it, eventually only Arnie remains and the chase begins. Arnie becomes the hunted...

With the exception of the first cringe-worthy ten minutes in which Arnie is reunited with his old sparring partner, Dillon (played by Carl Weathers — perhaps better known for his part as Apollo Creed in *Rocky II* and *III*), *Predator* is tension and action all the way. The violence is extremely graphic, but very effective — in fact at times it's so over the top you can't take it seriously.

Predator won't win any awards for originality, but the weak plot has been competently executed and the special effects are outstanding. A veritable treat for Arnie lovers everywhere or for anyone who enjoys plenty of gore and fast-paced action.

Gary Penn



straight war film with full marks for realism. Hollywood is still a long way from making the definitive 'Nam flick.

Mike Pattenden

PREDATOR (18)

From pumping iron to pumping bullets...in his 13-year, 11-film career, Arnold Schwarzenegger has proved that no-one can play Arnold Schwarzenegger quite as well as he can. In his latest movie, one of the biggest grossing films of 1987 from American box office receipts alone, Arnold plays — well, Arnold Schwarzenegger, alias Major Dutch Schaefer.

Arnie, along with his team of crack commandos, has been assigned the task of rescuing a group of diplomats who have been captured by guerillas in the Latin American jungle.



Oh cripes, another year, another column. Well, not exactly. This year's going to be different. For a start I'm Ed now (about time too thought I'd never get rid of that O'Lacey character) which means I'm going to be a busier chap and won't have time to do the column any longer. Don't worry though, I'll give you something just as good in its place.

I must say though how humbled I was that my exploits should be officiantly recognised by all those people in the industry who know me and love me for the person I am. This year's Indin (that's the annual dinner organized for the software industry) handed me their most prestigious award, G.O.B. of the Year. No, I can't remember what it stood for, but I think I got the message I was so overwhelmed, particularly when the Firebird section of my fan club showered me with flowers, that, for once, I was speechless. I stood in front of the microphone and mumbled incomprehensibly into it. My only defence is that I had the most appalling cold and could barely speak anyway.

Hotshots wasn't the only person to receive an award in the industry's New Year's Honours list. Deputy Editor Gary Penn was also presented with a 'Clive' as they're known.

As you'd expect with an industry that likes a drink (putting it mildly) there was more than one 'do' this Christmas. There was an alternative Indin at a yuppie restaurant in Battersea and an outing which was basically a pub crawl down the King's Road. Most of the members of this particular outing went off

to a Chinese restaurant afterwards. Not so the Ocean boys — they chose instead to gate-crash the EMAP Christmas party a little way up the road in the dinosaur room of the Natural History museum.

Meanwhile the wheels of justice have already turned in 1988 resulting in a shock for sim company Microprose. The American company has been forced to change its name by business software publishers Micropro. Hotshots to the rescue! I've decided to help the sim boys in their name change by running a

competition. The person who comes up with the most suitable title for the dismembered company will win a superdooper prize. Entries to the usual address.

So what can we expect from the next year? I asked my cousin Mystic Mike who happens to be a bit of a crystal ball gazer what he reckoned might happen this year. This is what he came up with:

February: Microprose boss 'Wild Bill Stealey' sets up a satellite TV station to bring simulations into your lives with the aid of God.

March: System 3 announce martial arts licence

April: US Gold release a boxed set of Executive World

Class Leaderboard
Tournament Deluxe vols 1-10.
May: Gremlin and CRL spend three weeks in the High Court during a bitter dispute for '30's Czechoslovakian mouse cartoon character, Krotzsch. 'It's the last rodent character licence left and we're not going to miss out!' maintains Gremlin boss Ian Stewart.
June: Ocean release their first film simultaneously in the cinemas and on video but get beaten to the home computer licence by Activision.

July: in an audacious marketing ploy Mastertronic give free Arcadia coin-op away with every budget game.

August: Domark sign Edwina Currie for calorie counter game.

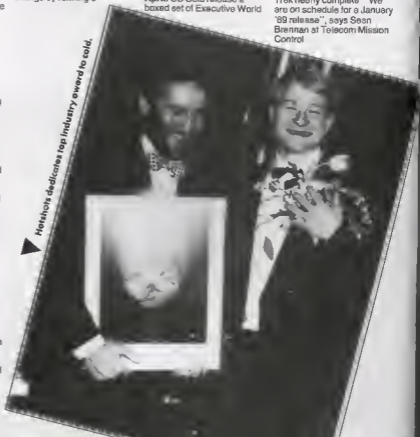
Sept: Virgin release game based on Richard Branson flying across the Channel in an inflated Matras condom.

Oct: Firebird lose top music programmer Ubik when his single becomes massive hit in Denmark and he decides to tour there with his backing band The Nodheads.

Nov: Elite change over to Julian calendar in an attempt to get products out on time.

Dec: Firebird announce Star Trek nearly complete. "We are on schedule for a January '89 release", says Sean Brennan at Telecom Mission Control.

Hotshots dedicates top industry award to cold.





COMBAT SCHOOL

7 GRUPELLING EVENTS PLUS A PENALTY STAGE



ASSAULT COURSE



FIRING RANGE 1



IRON MAN RACE



FIRING RANGE 2



ARM WRESTLING



FIRING RANGE 3



FIGHT INSTRUCTOR



CYN-UPS PENALTY



Illustration by
David Johnson

7/20/04
7.95

7/20/04
8.95

7/20/04
14.95

7/20/04
12.95

ocean



SNK



MSX-ROM £7.95 COMMODORE £8.95 AMSTRAD £8.95
COMMODORE DISK £12.95 AMSTRAD DISK £14.95

**the name
of the game**

Asagiri Software (UK) Ltd., 22 Colindale Avenue, London NW9 1QB, England
Tel: 01-832 3030 Telex: 9500 1000